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CONTENTS



Cover illustration and lettering: Jerry Paris

You could win yourself a copy of Scott Adams latest Adventure *Questprobe 3* if you turn to page 49.



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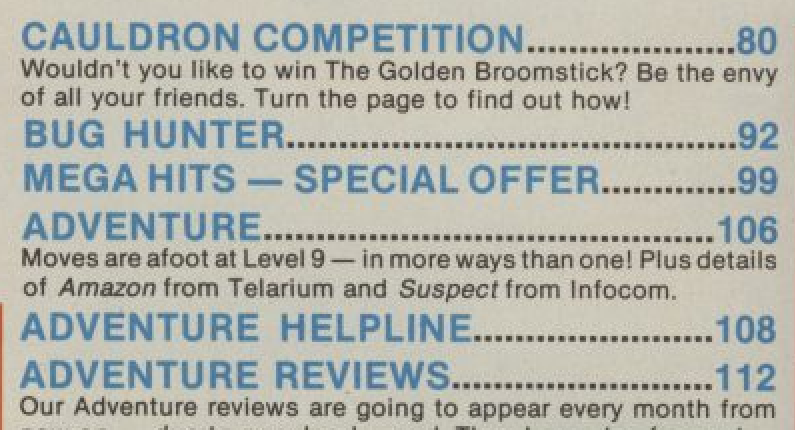
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FEATURES











LISTINGS

NEWS AND REVIEWS



Game of the Month
Gyron



TOP SCORES FOR THE TEXAS

Dear Sir,
Two years ago I bought a TI-99/4A. At the same time TI announced they were ceasing production of the machine. But, as I knew nothing about computers and read no magazines, I had no idea of what was happening.

I bought a Texas because it was large, looked strong, robust and had a "proper keyboard". The shop assistant also told me that it had a lot of support — it did at the time and still has now.

But it was mostly the look of it that made me buy it. I refused to buy a "doorwedge" — Spectrum — and I refused to buy a "suitcase" CBM 64.

A few weeks later, after learning Basic fairly well, I bought several games written in basic on cassette. I thought they were great until I saw a Spectrum game. It was fast, exciting and most of all addictive!

After seeing the game, I thought up ways of selling my Texas and buying a Spectrum. But, as the days went by, I carried on playing basic games, reading *C&VG* and looking for the cheapest extended Basic I could find.

By this time, I was getting cheesed off and this Christmas I got cartridges instead of tapes. I got *Munchman* and *Buck Rogers* from Parco.

I popped in *Munchman* and I couldn't believe my eyes. The graphics were fantastic, the sound brilliant and the addictiveness out of this world!

The maze is set out in 3D and there are different types of ghosts on each screen. This makes you want to keep playing the game and getting further to see different ghosts.

I now intend to purchase all the cartridges from Parco (gradually). Please print this letter in your magazine as not every Texas owner knows about these excellent games. Also, could you try and review more of the cartridges as you did with *Buck Rogers*? You gave it a score of 9 for everything.
A V Battle
Preston

Editor's reply: Watch out for a Texas review special coming your way very soon!

FRANKIE REALLY IS THAT GOOD!

Dear Sir,
How can you doubt? I was shocked, terrified, amazed and depressed all at the same time when I read your article on *Frankie Goes To Hollywood* in the January issue. You wanted feedback about whether F.G.T.H. were THAT good.

I think *Frankie* is the most revolutionary band that has ever been seen or heard! They make THE music, no doubt about that. The only ones who disapprove are too conservative to see the fun.

Frankie's only mission is to shock the bourgeoisie, and they do that well. I believe it's a great idea to let bands make computer games. So RELAX — *Frankie* is the best!
Michael Steinmetz,
Denmark.

WHERE ARE ALL THE WOMEN THEN?

Dear Sir,
Over the last year I have become more and more disappointed by the lack of women in your Adventure pages and reviews pages. Are they all male reviewers? Are you all male chauvinists?

I think it is about time more women were encouraged to use computers, whether it is for pleasure or business. I for one enjoy playing Adventure games and I am good at them, if I might say so myself.

I enjoy your Adventure page very much and will continue to buy this magazine as it is good value for money.
Sandra L. Saunders,
Suffolk.

Editor's reply: What about our Arcade spy, Clare Edgeley, then Sandra? We would like to see more female interest in computers reflected in the magazine. How about it girls?

IMPOSSIBLE — NO! ELUSIVE — YES!

Dear Sir,
I am just writing to inform you that *Impossible Mission* by Epyx isn't. Impossible, I mean. After two-and-a-half hours of solid playing, I finally cornered the snivelling Elvin Atombender in his control room. Full marks go to Epyx, who have produced a game that has got everything: great speech, fantastic animation, a mindbending puzzle and that precious ingredient — addictiveness.

There's only one criticism that I can think of: why is it so hard to obtain a copy of this game? I had to search for two months in all of the major retailers before I managed to track down a copy in Boots!

Am I the first person you know of who has achieved this major feat?
Matthew Barratt
Bedfordshire.

Editor's reply: Great stuff, Matthew! We haven't heard of anyone else completing the mission so you could well be the first. Why not give CBS a call and check it out?

TAKE CARE WITH COMPUTER CLUBS

Dear Sir,
I just thought I would write to inform your readers about a recent experience I had with one of the many computer hire clubs now in existence.

I ordered a cassette for my CBM 64 from MCL. When it arrived I tried to load it but could not. Even after cleaning and demagnetising the tape head, I still could not load it.

I returned the cassette the same day, and received a letter from MCL a couple of days after that. Their reply — a photo-copy letter — stated that the cassette had been tested and found to be working and put the blame on user error or magnetised tape heads.

As I have had no trouble loading any other program in my collection, I feel I have been ripped off, as the company said I could not have any alternative

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game or even credit.

At £1.75 per cassette for one week's hire, I feel disappointed at the company's response. Needless to say, I won't be ordering any more cassettes from them.

So remember, anyone thinking about joining a club with the top prices — you may not always be getting the top service.

M Steele,
Liverpool.

SAVE US FROM THE SHARKS!

Dear Sir,
I think your mag, is first class, but it could do with a column on sharks and how to watch out for them.

I have in the past been had, done, whatever you want to call it, by such people and I think your mag. could do a lot to help. We little people are conned by these sharks who are out to make a fast buck.

I think I would be right in saying that I am not alone — many people have had just such an experience. I for one have learned my lesson when buying programs and books for my TI-99/4a. So why not have a space set aside for just that? You could call it Micro Watchdog maybe!

I would also like to praise Parco Electrics. They not only have everything for the Texas but have a fantastic mag. that's a must for all Texas owners. Thanks, *C&VG*, for supporting the TI.

W Fairbairn,
Fort William.

Editor's reply: OK, Mr Fairbairn — and anyone else who has had problems — send us details and we'll attempt to check them out. Can't say fairer than that, can we!

THREE CHEERS FOR THE ADVERTS

Dear Sir,
Having just read your February edition, I was annoyed to find Mr A. Haynes of Stoubridge saying that there were too many adverts. I personally think that advertising is a good idea because it shows you games which are up to date and shows you new games which have been brought out by new companies.

I first learnt about *Raid Over Moscow, FI5 Eagle, Beachhead, Indiana Jones* and many more because of advertisements. It also gives you an idea of what they look like and tell you — sometimes — about them. I also find that they make good posters — especially the Ultimate ones.

I think that adverts make a good magazine and one of the reasons I changed my computer magazine to yours was because your advertising was good. A number of people agree with me and we are extremely pleased with the magazine. It is way ahead of any other. Keep it up!

D.R. Hank,
Nr Stafford.

WHAT ABOUT THE MTX THEN?

Dear Sir,
As a regular reader of *C&VG*, I want to say — WHEN is someone going to produce quality software for the Memotech MTX 500/512?

I'll remind you that the MTX series is WORTH the investment. It has sprite and hi-res graphics, a built in Z80 Assembler/Monitor, Basic and Noddy (for text applications), up to eight windows, 16 colours, three tone plus one noise sound capability and almost all of its 32k (64?) is available to the user and NOT gobbled up when using hi-res graphics because of its dedicated 16k video RAM. You can expand it to run CP/M and use up to 512k of RAM!

It's a disgrace for anyone to ignore a computer that offers so much. Please DO something about it!

I'll be buying the MTX 500 for £199 when I've saved up and I'm hoping that for Memotech users' sake there will be more support for it. Finally, I'd like to see more Texas reviews and programs. They've faded out since last October.

P.J. Hutchison,
Mytholmroyd,
W. Yorks.

Editor's reply: Continental Software, Unit 23, Station Lane, Witney, Oxon, make a huge range of games for the MTX, Mr Hutchison, and it might be worth your while to contact them. Their telephone number is 0993 5071.

ONCE A PIRATE ALWAYS A PIRATE

Dear Sir,
I don't know how many times I have either read or heard that "games are overpriced" and if the price of the game was lowered, this would cut down on piracy.

As a teacher at a school, I see pupils bringing in pirate copies of games. Now it is fair to say that I tell them that what they are doing is illegal and immoral, but this does not stop them. They will take a copy of a friend's program no matter what the price is. To them it makes sense to copy a program rather than buy it even if it does only cost £1.99.

Copying by young users is done for one reason — to save money. The game is not pirated to sell, but to swap. If the small group of six people buy a game each and a blank tape each, they do a swap so that all six end up with the same games (they even went to the bother of copying out the *Jet Set Willy* colour card).

No game seems to be safe. They'll take a game like *Lords of Midnight* and copy it, make their own overlay and copy the relevant sections out of the booklet.

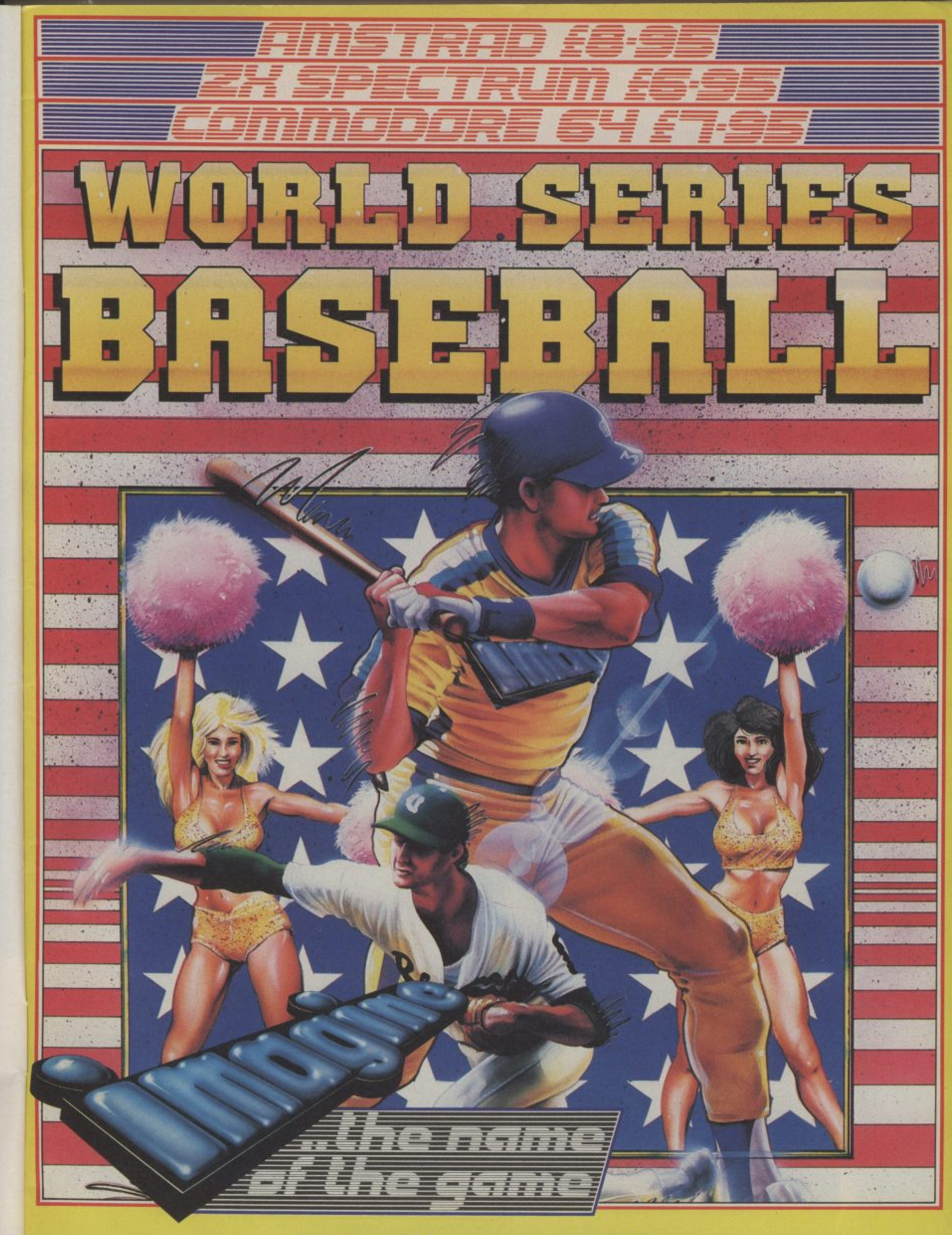
I must, therefore, disagree with one of your letter writers. The pirates copy a game because it's there. It is nice to get something for nothing, even if you are only saving 90p.

I think we've got to accept the fact that people are going to pirate games, no matter what the cost is. There are born pirates. I know. I've met them. Nothing I say will stop them.

Allow me to put in one last thought. If the software houses assume that games are going to be copied, maybe they "overprice" the games (I don't really think I can say whether a game is overpriced or not) to recover some of the money they expect to lose. It's a thought, isn't it!

John McLean,
Kirkcaldy,
Fife.

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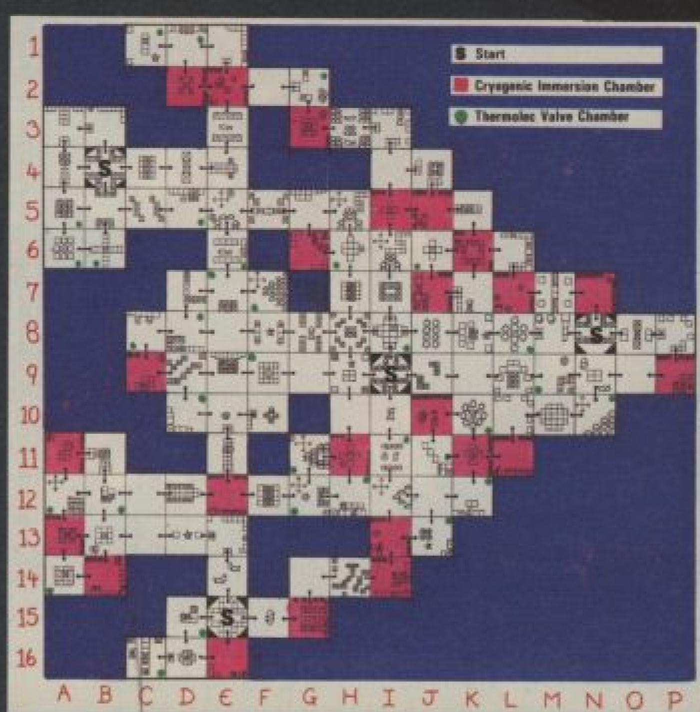
Imagine Software is available from:

WOOLWORTH, WHSMITH, John Menzies, LASKYS, Rumbelows, COMET, GREENS,

Spectrum Shops and all good dealers.

This is it! The ultimate *Alien-8* map! It's a screen-by-screen breakdown of the latest instant classic from Ultimate Play the Game — just as you see it as you play. *C&VG* has teamed up with Dimension Graphics to produce this impressive guide to the game. Dimension use sophisticated printing techniques to transfer computer graphics to paper — and you've probably already noticed examples of this technique on our Reviews pages. This is a first for *C&VG* — and we hope you like it! Many of our regular readers have sent us maps which we've used to help put our screen by screen guide together. Our thanks to everyone who sent a map in. Games playing tips also came our way — and we've enlisted the help of Professor Video's top student, Aonghus de Barra from Dublin, and Timothy and James Closs from Shepperton to bring you hints on how to get the best out of the game . . .





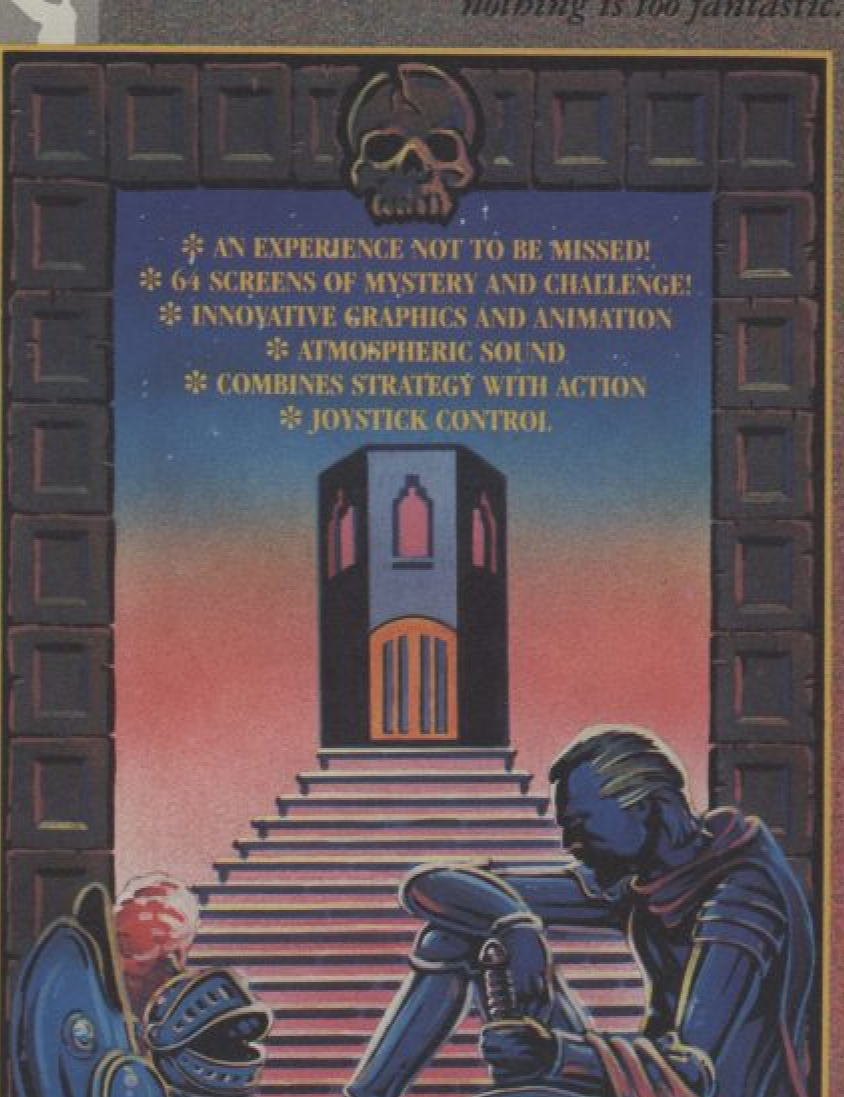
ALIEN 8

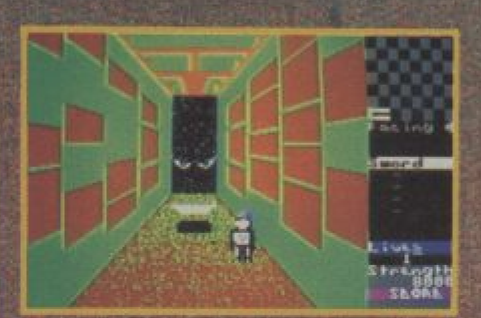


GATES OF DAWN

...A STEP OVER THE THRESHOLD

For time immemorial man has been challenged by the mystery of his dreams. Deep within each dream lies an enigma as yet unsolved. Go now through the Gates of Dawn and experience the recreation of the surreal world of dreams in this vibrant arcade adventure. Enter these portals and lose yourself in a dazzling and perplexing world where nothing is too fantastic.











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Gates of Dawn is available for the Commodore 64 from all good software retail outlets from 15th April.



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Also available from Virgin Games Limited, 2-4 Vernon Yard, 119 Portobello Road, London W11 2DX. Telephone: 01-727 8070

COMPUTER & VIDEO GAMES

ABC FIGURE JULY-DEC 1984

95,247



First find yourself on the map. As with *Knight Lore* you begin each game from a different location. Use a small marker or counter to mark your starting point. The random starting points are marked on the map with an S.

When entering a room be careful, and use the pause button to plan your moves if there is an alien or Cyberat in the room.

In some rooms you will find a group of blocks with arrows on them, together with one or two Robodroids. Jumping onto a block will make the Robodroids move in the corresponding direction. Using this technique you can move any obstacles using the Robodroids — clearing exits, moving dangerous objects etc. Where there are two Robodroids, one will be controlled until you jump off the blocks — the other will come under your control when you jump on to another arrow block.

In one room the exit is blocked by a double row of obstacles. The Robodroid can only destroy the bottom ones — so what do you do? Simple. Just put one of the valves you are carrying onto the droid then begin to control him — this way you destroy both top and bottom obstacles.

Those of you who are really new to this sort of game might like to know that you can jump higher by standing on an object you are carrying. But remember to press the "pick-up" key at the same time as "jump" so you take the object with you.

If you are not carrying anything, here's how to cross obstacles which are just one block high. Walk as close as you can to the obstacle then turn right around and walk one space back.

Turn to face the obstacle again and press the "jump" key — and keep it pressed, otherwise yo won't make it!

In one room there is a "hidden circuit". This means the control blocks are hidden underneath a tower of disappearing blocks which must be destroyed if you wish to control the robot.

If the right valve is dropped in a cryogenic chamber, it will move towards the socket. In some chambers this can be used to your advantage — drop the valve and let it carry you to the socket!

In the cryogenic chambers where fatal objects are suspended from the roof, make sure you drop no valve other than the right one, as this will result in the objects falling down on top of you.

Space dust often needs to be jumped on if a valve is to be reached. By dropping a valve on top of the space dust and standing on top of it, the dust can be controlled to go wherever you want it to!

Cyberats are a pain unless you know how to get past them, so read on. As soon as you enter the room, drop and stand on a valve. The Cyberats may push you around, but shouldn't kill you. When you see a space in front of you, pick up the valve again. Repeat this procedure until you reach the exit.

To pass a Plasmic Usher safely, run right up to it before jumping as far as possible.

How to use the valve table:

There are 33 valves scattered throughout the starship. A valve can always be found in the same room, although the shape of the valve changes for each play. The table shows that valve rooms are grouped in four sets — three with 8 valves and one with 9. Depending on which valve you find first, it is possible to deduce in which rooms other valves can be found. For example, if you found a cube in M9, you find a hemisphere in G2 and a pyramid in K10, as you would be playing with sequence four.

ALIEN 8 PLAYING TIPS

B13 — The object lies underneath the centre blocks, but before it can be picked up two moveable blocks must be shifted. To avoid losing a life, the object should be moved from under the blocks before being picked up, as the upturned egg shell will fall when the object is taken.

C9 — The block in this room is presumably a red herring as the Life Support Socket can be reached by walking under the arch.

F9 — Push the object off the blocks before you pick it up as the egg shells surround and kill you when you pick it up.

F15/N9 — To avoid the intelligent object, it often helps if you go to one side of him, then double back and go round the other side. This has the effect of fooling him into thinking you are going a different way to the one you are.

H14 — Using your object to jump over the pyramids, take the route around the outside right of the room. It is easier and quicker than taking the intended route.

J4 — Got to the protruding block of the platform you are on, and jump onto the block amongst the egg shells. This will then rise to the level of the other door.

L9 — There is no need to turn at all here. Simply jump onto the block immediately in front of you, do a short jump onto the next and then a long jump should see you on the other side of the room.

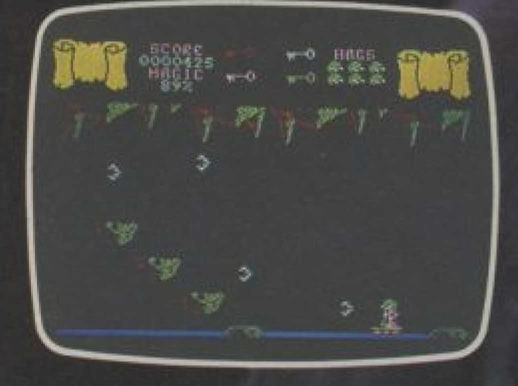
VALVE TABLE				
	D1	A6	J6	C1
	G11	L8	K12	E6
	I8	C16	H6	N10
	D15	J11	D8	D5
	J13	F7	C8	A14
	M9	D10	E7	G12
	F9	B12	A5	K10
	A12	H12	B6	I11
			G2	
PYRAMID	1	2	3	4
CUBE	4	1	2	3
CYLINDER	3	4	1	2
HEMISPHERE	2	3	4	1

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Instead of computers catch
technology now has to cat



The way we see it, technology has suddenly got quite a race on its hands.

There's no other home computer in the world that's so expandable or so updatable as the new Enterprise 64.

And if you're wondering quite how we've managed that, kindly take a closer look at the outputs on our remarkable new machine.

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This will accept a whole range of new peripherals that are in the pipeline. Including those that are a mere twinkle in the eyes of our hardware designers.

We thought this expandability principle was such a good idea, we applied it to the Enterprise's memory, too.

Even in its most basic 64K form, this puts more user RAM at your disposal than almost any other competitor.

But plug in our special Rampacks to the base unit, and you can progressively increase that figure to a truly extraordinary 3,900K.

ching up with technology, tch up with a computer.

Not that that's the only challenge we present to today's ambitious programmers.

With a screen resolution of up to 672 x 512 pixels, 256 colours and a high speed video processor, the Enterprise will outgun all but the highest quality TV monitors.

And the sophisticated sound chip generates no fewer than 4 voices across 8 octaves in full stereo.

Combine the two and you can create effects that leave today's games looking like pub video tennis of the mid-seventies.

For anyone with literary aspirations, the Enterprise also comes complete with an integrated word processor.

Whilst the really serious user will be delighted to discover analogue RGB and TV outputs, as well as parallel, RS423 serial and network ports.

Both Cobol and 'C' will be available with CP/M running, and you can even use Lisp, Forth and Z80 assembly language on cartridge without encroaching on user RAM.

The new Enterprise 64.

It hasn't just overtaken technology. It's left every other home computer straggling in the distance.



WITH OBSOLESCENCE BUILT-OUT



SHADES

COMMODORE 64

A fully animated 3D adventure
for 1 to 4 players extending
over 64 colourful locations.
REQUIRES A JOYSTICK.
R.R.P. £8.95



DURELL sales dept.,
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G·A·M·E·S N·E·W·S

●Bored with plodding through the games listings in *C&VG*? Fed up with making mistakes and having to start programming in the listings all over again? Well help is at hand. If you own a Micronet modem, you'll be able to download programs for the Spectrum and BBC and — hopefully soon — for the CBM 64 direct from the Micronet 8000 system.

As from this issue, the programs we feature for these machines will be going onto Micronet.

★ ★ ★

I·N·B·R·I·E·F

●Is it a bird? Is it a Sinclair C5? No it's SUPER GRAN! Yes that OAP with super powers will soon be coming to save the computer gamesters of the world! Tynesoft have signed a deal with Tyne Tees TV to make the extremely popular granny the star of a computer game which will be released on April 2nd. The game — which Tynesoft say is like five original games in one package — will initially run on the C64, C16, Spectrum and Amstrad with versions for the BBC, Electron, Atari and Einstein following. *C&VG* will be running a special Super Gran competition next issue — don't miss it!

★ ★ ★

● The *C&VG/Computer Trade Weekly* Auction and Sale in aid of Ethiopia will be held on Saturday June 15 at County Hall, with various celebrities, singers and representatives from the home computer industry expected to attend. We want you lot out there to come and join us! Bring along any computer-related products you don't want so we can add them to the sale, or send them direct to us here at the office.

★ ★ ★

● Creative Sparks are all set to light up the pocket-money games market with a new range of games tapes under the collective name of Sparklers. The games will sell at £2.50 and will cover all the popular home computer. Titles will be announced soon.

SAVE DR WHO!

So the BBC reckon that they can get away with removing *Dr Who* from our screens, do they! Well, here at *C&VG* we're sure that many of our readers will be as upset as us at the news of the good Doctor's banishment from the airwaves. Has The Master finally found a way to get at our hero by taking on the appearance of a BBC executive? In any event, we're sure that you will want to join with all the rest of the Time Lords in an appeal to the Beeb not to get rid of our hero and support *C&VG*'s **Bring Back the Doctor** campaign.

All we want you to do is put your name and address on the coupon below — send it to use at *Computer & Video Games*, Bring Back the Doctor, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU — and we'll pass your protests on to the powers that be at the BBC. You can also get a friend to sign using the second coupon!

Come on, don't let the Beeb do what the Daleks, Cybermen, Ice Warriors and The Master have all failed to do over the years. Write to us TODAY!

COMPUTER & VIDEO GAMES BRING BACK THE DOCTOR CAMPAIGN

Name..

Address..

....

Signature..

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Address..

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Signature..

DESIGNER OF THE MONTH

NAME: Stephen Redman

BORN: Sunderland, 1964

GAME: Day in the Life



Mild-mannered Stephen Redman has gone right for the throat of the computer business with his first ever game — based on a day in the life of the man who could be said to have started the whole thing off, Sir Clive Sinclair.

You can read about the game elsewhere in this issue. But now read about the 21-year old student of computer science who created this controversial game.

Stephen is studying at Newcastle University, and has been working on the Sir Clive game in his spare time over the past 18 months. But why make Sir Clive a character in a computer game? "I needed a character and he fitted the bill!" says Stephen.

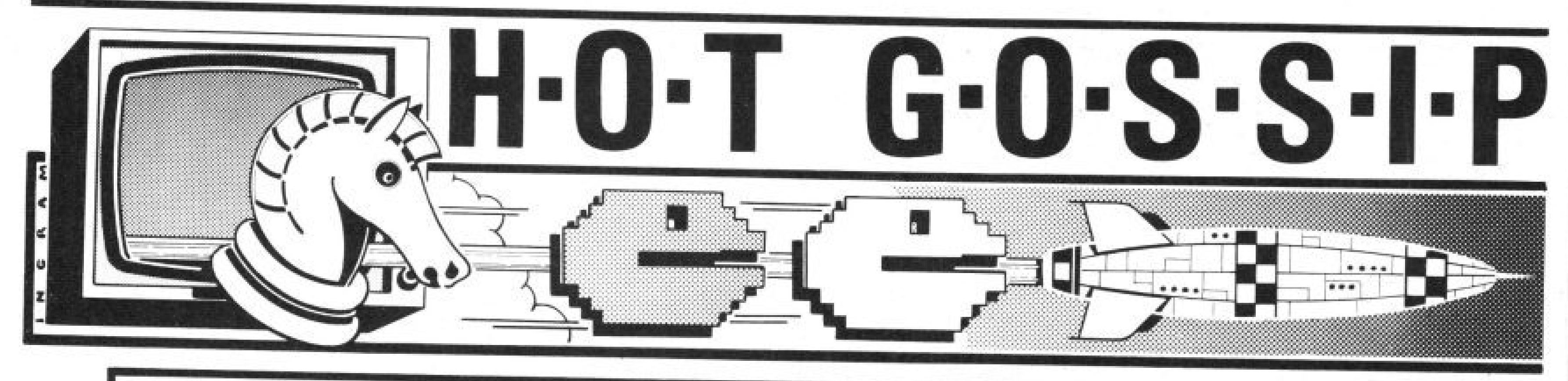
He approached Micromega, the people behind *Code Name Mat* and *Jasper!*, with the game and they were quick to realise a good game when they saw one!

It was after meetings with the people at Micromega that Stephen came up with the general theme of the game. You take Sir Clive through the day in which he has a very important appointment with a very important person at Buckingham Palace. He even managed to squeeze in a C5 at the last minute! "I got a lot of help from my flatmates in Newcastle — all of them are into computers."

Stephen intends to follow a career in computing — with games continuing as a hobby. "We'll just have to wait and see what happens," he says.

In the meantime, anyone who can get Stephen a ticket for the Milk Cup final, when Sunderland take on Norwich, can be assured of a few good hints and tips on *Day in the Life*!

Favourite Food: Gold old English grub!
Favourite Drink: McEwan's Eighty Shillings
Favourite TV Programme: Hill Street Blues
Favourite Computer Game: Match Day from Ocean
Countries visited: France
Favourite Music: Dire Straits, Joan Armatrading
The thing I hate most about the computer industry: Acorn Computers!





GIBBO!

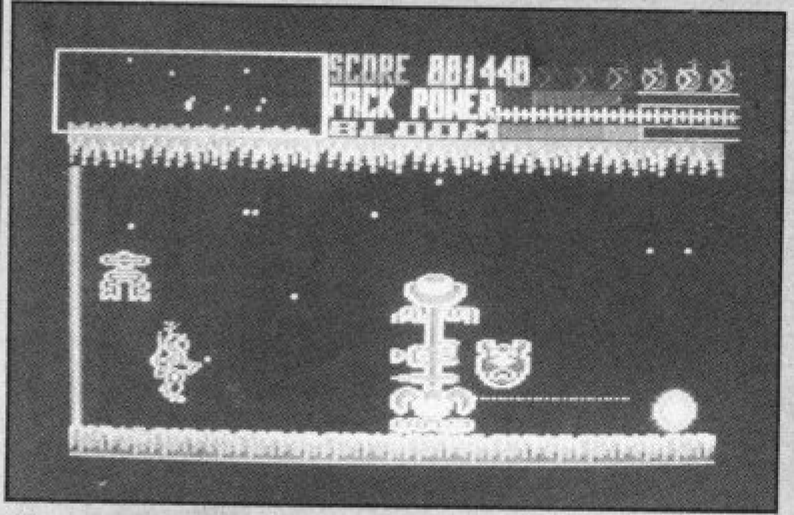
Tony Gibson alias Gibbo — age 37 — has been writing games for four years. He helped write *The Pit, Wizz,* and *Pipeline* for the arcade market and then devised and programmed *Jammin', Bozo's Night Out* and *Seaside Special* for Taskset. After learning electronics at Skillcentre, he built Synthia 2, a micro music synth. He played one gig with Eileen's Tea Towel when the computer packed up — so he decided to write rock 'n roll games instead! Now he uses Synthia to develop music for games. Gibbo is a motown, soul and reggae fanatic.

Mark Harrison, age 32, met Gibbo at the ill fated gig. He plays ace lead guitar in a local R 'n' B band, Generator. He designed graphics for *Bozo* and *Seaside Special* as a hobby — and hopes soon to set up as a free-lance graphics artist. He also arranged the music for *Jammin'*.

Mark is married with three children — Matt aged 10 (top games tester), Anna aged 7 and Lee aged 3 months, who has yet to nail his first space invader.

Ghettoblaster is the first real computer rock musical and the pair intend to produce more software of this type, as well as some games and a special super secret project which is expected to be finished in September.

PETALS OF DOOM



There were two new Commodore 16 games I received this month from Gremlin Graphics, *Petals of Doom* and *Tycoon Tex*. Of the two, *Petals of Doom* was clearly the better (*Tycoon Tex* being a non-inspiring rewrite of the first).

It is a cross between *Jet Pac* and a scaled down version of *Defender*. The graphics are good and the use of colour reasonable but it lacked a little in terms of

GET ON DOWN WITH GHETTOBLASTER

"Allo dere, de name is Rodney and I's gotta get de tapes from all de funkiest mix masters in Funkytown. When I's got dem tapes, dey gotta be deleevered to de Interdeesc Studio."

Tony Gibbons assures me that the above (albeit brief!) description is the basis for his new game called *Ghettoblaster*.

Ghettoblaster has you travelling around the town's 250 screen locations picking up the tapes and delivering them safely to Interdisc offices. There are ten tapes in all to collect with the last tape in Itchycoo Park (I'll let YOU puzzle this one out).

To help you along the way, you have a ghetto-blaster hoisted on your shoulder blaring out music (as long as you have a tape and batteries!) This music can be directed at the inhabitants of Funkytown to make them dance and thus not hinder you in your work. However (and there's always a "however") not all the townsfolk respond to the musical notes you fire at them.

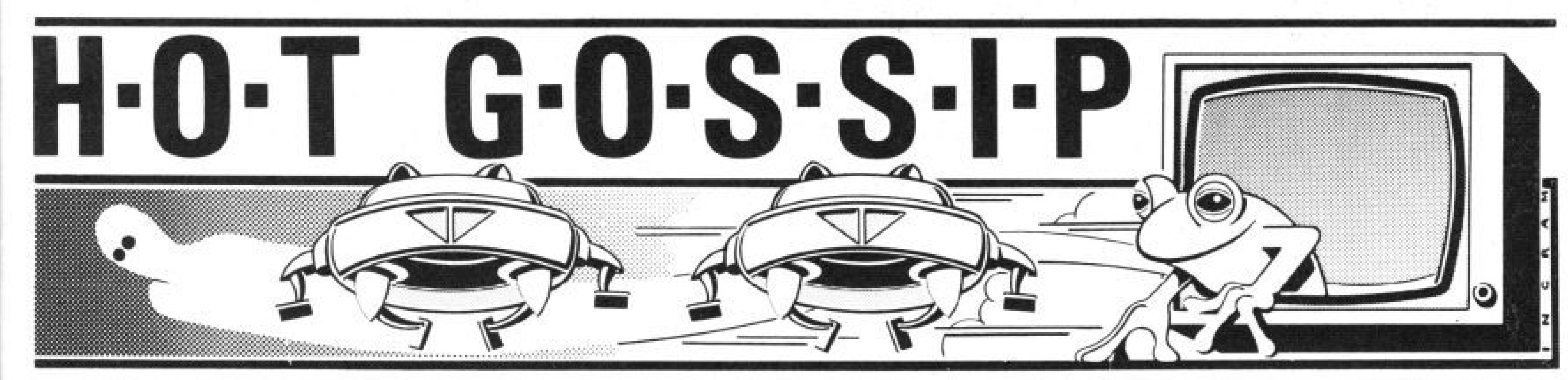
The worst bods to look out for are the Fun Angels who love to dance but possess a fatal touch and the Park Werewolves who you can cuddle at your peril.

There are nine other forms of nasty cruising the town, like Jack Flash, Gangsters of the Groove, Bandits of the Beat, The Tone Deaf Walkers and the Karma Chameleons, all of whom have their own special properties (no I will not reveal all — you can work at it!).

The tapes are behind the red, gold and green flashing doors spread around the town, but to deliver the tapes you must also get a set number of people "Dancing In The Street" (sorry, I'm revealing my age!). The number of people who have to dance is five times the number of tapes you have already delivered and the screen border will flash as soon as they are all dancing.

As you try to enter various shops around the town (electrical repairs, pub etc), various messages appear to advise you of your status, so you cannot





playability although it must be said that by current standards this is a good game for the C16.

A spaceman is trapped in a cave and has to defend alien flowers as they grow. When they reach full height, he can teleport to the next phase. Each phase has more aliens but with the same basic aim of zapping aliens and staying alive. There are power gauges to watch and mindless zapping will leave you defenceless until the batteries recharge.

This is a good game bearing in mind the current lack of top quality software for the C16 which hopefully will end as other companies enter the scene.

dawdle in the pub or hide in the park too long without being given the Order of the Boot.

The music in this game is enjoyable as it fits the scene well and does not irritate. In fact, there is an option to use the Commodore Music Maker Package by placing the music keyboard over the 64 and pressing the shift lock key down you can play along with the soundtrack.

There is also the option to turn the volume level of the ghettoblaster up or down for those late night sessions.

The graphics are slick, the town large and the challenge ever present so you should not find this an easy nut to crack. It's a very strong effort from a new solo programmer (ex-Taskset, see profile) and I suggest you keep an eye out for his future games.

GOSSIP

● Do any of you out there remember the fracas over Colin Stokes leaving the old Imagine team to join Software Projects last year? Well I am reliably informed he has joined Ocean (although David Ward, the MD, has denied it) and may be involved in the relaunch of the Imagine logo under the auspices of the Ocean management. It's a strange old world . . .

● After my telephone call to Bug Byte last month, I now hear they have signed a deal with Quicksilva involving seven new games. This deal gives Quicksilva the rights to the seven new titles and is said to allow Bug Byte to concentrate on producing games. On the other hand, it could be that Bug Byte has cash flow problems and was bailed out by its old friend Rod Cousens at Quicksilva.......

● Does Jeff Minter TRULY feel for this fellow sheep? I can exclusively reveal that he does, and HOW do I know? Well at a recent trade dinner, Jeff was famished as he had not eaten all day BUT, on picking up the menu for that evening, he saw the following — SADDLE OF LAMB — and, despite his hunger pangs, he refused to eat the lamb. P S Guess who ate his portion..?

● Two golden oldies are, or shortly will be, no longer with us. Visions, those people with the large number of colour ads, and Oric have been put under compulsory liquidation.

Dare I say that you should hold on to the games and micros as they may be collector's items in years to come?

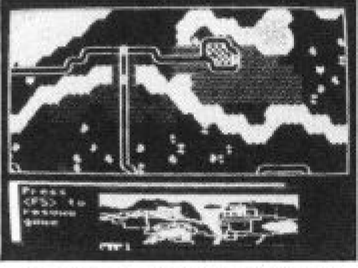
● I'm quite an Atari fan BUT a recent call to their Slough offices proved painfully funny.

I had a query over their new DOS3 disk drives and rang to get some clarification on the hardware.

"..Hello, can I speak to someone in technical please?"
Five minutes later and it was still ringing!
"I'm sorry he's in a meeting."
"You only have ONE man to answer all technical queries in Atari's UK headquarters?"
"(sigh) No two, it's silly isn't it? Have you tried Silica Shop..?" (fits of laughter at both ends of the line....).

● US Gold. An awfully large amount of money has been spent in promoting the US Gold logo and I hear that Vanguard leisure was due to enter the software scene with a similar GB Gold log. Well US Gold was not going to have any of it and took out an injunction to stop Vanguard sending out any games under the logo.

I'll keep you posted on developments as they arise.



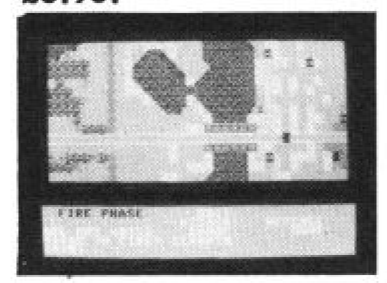
D-DAY FOR THE QL!

Games Workshop have upgraded their *D-Day* wargame for the QL.

The workshop people are claiming that this is the first original graphic game for the machine.

Mike Singleton reviewed the Spectrum version last issue — so check your back issues for more details on the game!

***D-Day* for the QL will sell at £24.95. The game has also been converted for the 64, priced at £8.95.**



CHANNEL 4

If you were watching Channel 4's new computer programme *4 Computer Buffs* on March 4th, you will have seen *C&VG*'s ace Adventurer, Keith Campbell, talking all about our Adventure Helpline! Yes, he is very tall isn't he!

The Channel 4 series, which goes out at 5.30 pm on Mondays, aims to bring you up-to-the-minute news and gossip from the wonderful world of computers. And like the *BBC's Chip Shop* programme, Channel 4 will also be broadcasting free software.

The program is also pioneering the transmission of software by light — and will be showing how to construct the circuitry for a light pen which can be used to capture the "lightsoft" programs.



Graphics: Are they really as mind-blowing as the adverts say they are? Does the screen scroll effectively? Do those aliens really leap out of the screen at you? This is how this category is judged

1 GYRON

MACHINE: Spectrum
SUPPLIER: Firebird
PRICE: £9.95

Now here's a really DIFFERENT game! You may not think that a 3D maze game could be different — but *Gyron*, the latest full price game from Firebird, most definitely is.

The idea of the game is to penetrate the defences of a vast maze-like structure created by a sorceror scientist to protect his knowledge. The maze is confusing enough on its own — but the sorcerer also decided to make it deadly by constructing laser towers to zap any intruders.

Faced with this formidable task, the sorceror's enemies gathered to discuss just how they could break into the system. The result was a Hedroid — a remote controlled probe robot armed with a high-intensity optical laser.

And this is where you come in! Take control of the Hedroid, guide it through the deadly maze and discover the sorceror's secrets — which is not as easy as it sounds.

The Hedroid can be damaged by collisions with the walls — and can be totally wiped out by the giant *Prisoner*-type "rovers" which trundle through the maze.

The laser towers are multi-directional — and totally featureless when viewed from the outside. Fortunately, your Hedroid is armed with radar and it can check out which way the tower is likely to be pointing its deadly weapon. You can either destroy the tower or make it turn by zapping it with the Hedroid's laser.

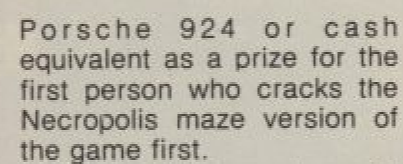
The screen display shows a main view of the maze — plus an image of the Hedroid itself which changes colour as you progress through the various zones of the maze, a "viability" or energy indicator plus a radar screen illustrating your surroundings.



Colour bars of red and green which appear at the sides of the main display are used to indicate side passages — your Hedroid can only see in the direction it is facing.

You can control the Hedroid using a joystick or keyboard — user definable keys are a feature of the game too!

Gyron is an immensely challenging game and — just to make it more interesting — Firebird are offering a Porsche 924 or cash equivalent as a prize for the first person who cracks the Necropolis maze version of the game first.

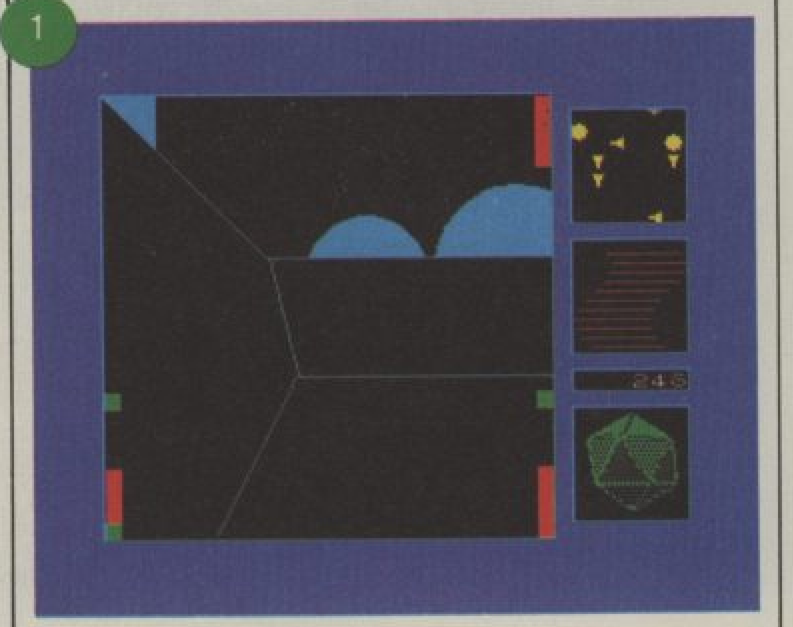


You notice I said Necropolis version. On the B-side of the tape there will be an easier version of the game alled the Atrium. This is great for practising — or for those of you who like a faster game. But no prizes for solving it!

Oh yes — there is a time limit built into the hard version. Expert opinion says that if you've spent around 20 minutes trying you might as well start another game!

Graphics — as you can see from our shots — are vector line style. But don't let the simplicity fool you. The programmers, two mathematicians and two computer boffins, have developed a neat way of moving things behind other things on screen — if you follow me! Just watch the giant robot rovers and you'll see what I mean.



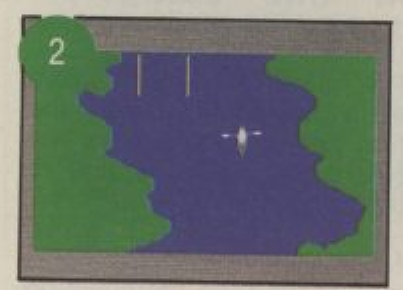


Once you've got the hang of driving the Hedroid around the maze — and it does take a bit of getting used to — you'll be hooked. Don't fail to have a look at Firebird's best full price game yet.

● Graphics	9
● Sound	8
● Value	9
● Playability	10



Sound: Does the game sound like a Duran Duran LP played at half speed — or does the noise from your micro knock you half-way across the room? The *C&VG* review team don't judge games with their ears plugged up, we can tell you!



2 SHOOT THE RAPIDS

MACHINE: CBM 64
SUPPLIER: New Generation
PRICE: £7.95

An interesting sports simulation from New Gen. The graphics are pretty basic but game play is enthralling. You just have to get your paddling action right to get your canoe right way round across the finishing line. I spent a lot of time going backwards down the river!

The object of the game is to complete a series of slalom courses against the clock — avoiding hazards like rocks and motor boats along the way. Each river flows at a different speed — so you have to be on the ball to beat the clock.

A *Decathlon*-style joystick action won't help you to succeed in *Shoot the Rapids* — you must be cool calm and collected.

A novel and interesting game for water sports fans.

• Graphics	7
• Sound	7
• Value	7
• Playability	8

3 SEASIDE SPECIAL

STAR GAME

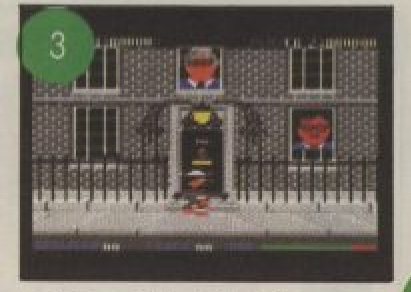
MACHINE: CBM 64
SUPPLIER: Taskset
PRICE: £6.90 cass./ £9.99 disc

Here's the antidote to *Raid Over Moscow* for peace people and conservationists everywhere.

The general idea of the game is to collect radio-active seaweed from a polluted beach — avoiding mutant guards and jellyfish — and to take it to Downing Street where you must chuck it through the windows at well known members of the Cabinet who pop up at the windows.

Just to distance the game a bit from real life, the scenario for the game says that the pollution has been caused by a nasty bunch of aliens called Polytikians who have invaded earth and taken over the government, taking on the appearance of the real Cabinet ministers.

The hero of the game is Radium Rodney, who has stumbled on the awful truth and realises that the only way to stop the insane Polytikians is to bombard them with the atomic seaweed!



The evil Polytikians are easily recognisable in the "Downing Street" screen. Pick your least favourite Tory minister and chuck something at him. Very satisfying — unless of course you are a Young Conservative!

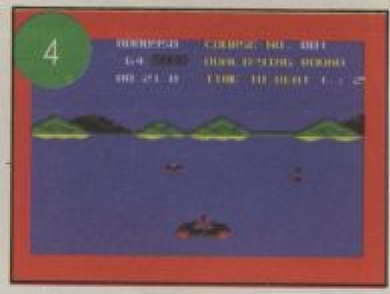
Seaside Special is a novelty game — and its lasting appeal could be limited. But if you fancy a laugh have a look at it.

• Graphics	8
• Sound	8
• Value	7
• Playability	8

4 AQUA RACER

MACHINE: CBM 64
SUPPLIER: Bubble Bus
PRICE: £6.99

Ever wondered what *Pole Position* with boats instead of cars would be like? Then check out *Aqua Racer* from Bubble Bus.

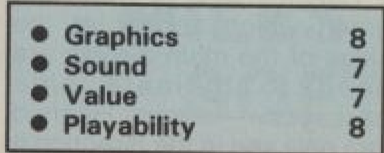


It's got nice 3D style graphics and good sound — and it's fun to play, too.

The idea is to race your powerboat against the clock over a series of different courses. Lots of other boats attempt to stop you claiming the power boat championship.

There are 20 courses to race on — plus a qualifying round in true *Pole Position* style.

Aqua Racer is a nice twist on the *Pole Position* theme. A game for race fans.



• Graphics	8
• Sound	7
• Value	7
• Playability	8

5 SLAPSHOT

MACHINE: CBM 64
SUPPLIER: Anirog
PRICE: £8.95 cass./ £10.95 disc

There's only one thing wrong with this superb sports simulation from Anirog. You have to have two people to play it. WHY didn't you include a player vs computer option, Anirog!

OK. Griping over with. Now onto the good news. *Slapshot* is an accurate representation of that rough tough sport, ice hockey.

The aim of the game is simple — to score goals. Achieving that aim involves a mixture of ice skating skill, strategy and brute strength — I've heard that the real life game is a bit like that too!

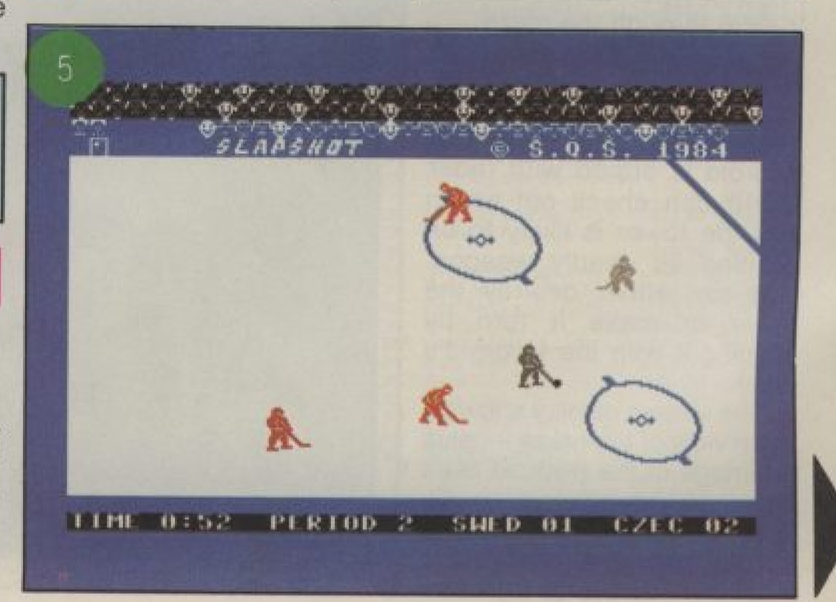
The simulation follows the rules of the game closely. Each game consists of three three-minute periods — and yes, you do earn a penalty if you deliberately chop an opposing player down!

The graphics are simple but effective — and the game also features speech. You hear the roar of the crowd when you score a goal and an announcer at the start of each period. The crowd sounds are terrific!

I particularly enjoyed the considerable joystick skills you MUST develop to get your skaters performing effectively. A real challenge this.

Overall, *Slapshot* must rate as one of Anirog's best games to date. Great fun and great value.

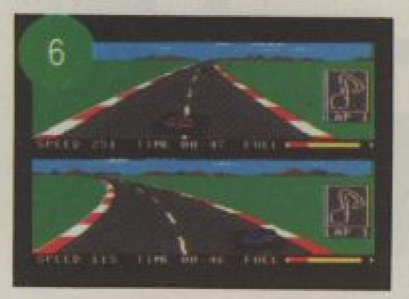
• Graphics	9
• Sound	9
• Value	9
• Playability	9





R·E·V·I·E·W·S

Value: Is the game really worth all those pennies? How long will its attraction last? Is it worth going without Computer & Video Games for a month because your parents won't give you any extra pocket money — or could you write a better listing?



6 PITSTOP II

MACHINE: CBM 64
SUPPLIER: CBS/Epyx
PRICE: £9.95

STAR GAME

Slip into the driving seat and prepare for the best Formula One racing game since *Pole Position!*

Pitstop II not only features the usual race sequence but also an exciting pitstop screen where you have to refuel and change the tyres on your high-performance race car before the other racers get too far in front!

As you race against the opposition, you have to keep an eye on the condition of your tyres and fuel. The harder you drive, the more your tyres wear and you could end up stuck out on the circuit with a blown tyre if you don't take care.

Race against the computer or a friend in this terrific race simulation. *Pitstop II* features a split screen, *Spy Vs Spy* style. Each part of the screen shows the scrolling track and the other race cars — until you decide to make a pitstop that is. Then the display switches to the pits where your crew wait to refuel and change the tyres on your racer. This can get pretty frantic as the computer controlled car — or your friend's racer — gets further in front!

You can check on your tyre wear by watching for a colour change — when they turn white you are in big trouble.

The graphics are excellent and the sound is great — lots of roaring engine sounds — best of all, though, *Pitstop II* is great fun to play.

You can race on all the major Grand Prix circuits of the world — except, strangely, Silverstone — the home of British motor sport.

You can also compete in the Grand Circuit, racing on each track over a "season".

There is a championship table which flashes up after each race, and several skill levels — from rookie to pro. Now, where did I put my crash helmet . . .

• Graphics	9
• Sound	9
• Value	9
• Playability	10

7 HOLLYWOOD

MACHINE: CBM64
SUPPLIER: Alligata
PRICE: £9.95

Alligata's software star, *Blagger*, heads for Tinsel Town and the biggest job of his career so far in *Blagger Goes to Hollywood* — an all-action, arcade Adventure.

Set among the many studios of a giant Hollywood film company's headquarters, the game sets Blagger a tough task. He has to reach the office of ace producer Spielbum — best known for his epic action movies *Teeth* and *Close Encounters of the Nasty Kind* — and steal the only copy of his latest film!



Theme tunes for various movies associated with the characters you find in each studio play as you enter different screen. For example, you get the *Star Wars* theme and a little Darth Vadar in one studio, the *Superman* theme and the Man of Steel himself in another, and a giant shark swimming around to the *Jaws* theme in a third.

This is the best *Blagger* game yet. Don't fail to catch the opening night!

• Graphics	9
• Sound	10
• Value	9
• Playability	10

8 WIZARD'S LAIR

MACHINE: Spectrum
SUPPLIER: Bubble Bus
PRICE: £6.99

This must be the best game yet from Bubble Bus! Programmer Stephen Crow readily admits that he was inspired by Ultimate's *Atic Atac* when writing the game — but what's wrong with taking an idea and developing it? Just look at all the JSW clones around.

Anyway, on to the game which revolves around the adventures of a character called Pothole Pete who has accidentally discovered the Wizard's Lair while on a pot-holing expedition.

Pete has heard rumours about this place and knows that scattered around are bits of a magical golden lion — and sets out to discover them. But the Lair is inhabited by some really horrible monsters who guard the golden lion.

Pete can collect weapons, food, spells, keys and gold during his quest — in true arcade adventure style. He'll need them all before completing this challenge.

The graphics are terrific — similar in style to *Atic Atic* and *Sabre Wulf*. Animation is smooth and flicker free and the sound is good too. Some screens have *Sabre Wulf*-style jungle while others have rocks or *Atic Atac* rooms.

Each of the nasties has its own particular characteristics which you must learn before engaging them in battle, which adds to the challenge of the game.

A worthy sequel to *Atic Atac*. *Wizard's Lair* is extremely well presented, great fun to play and terrific value for money.

• Graphics	10
• Sound	9
• Value	10
• Playability	10

WITCH SWITCH

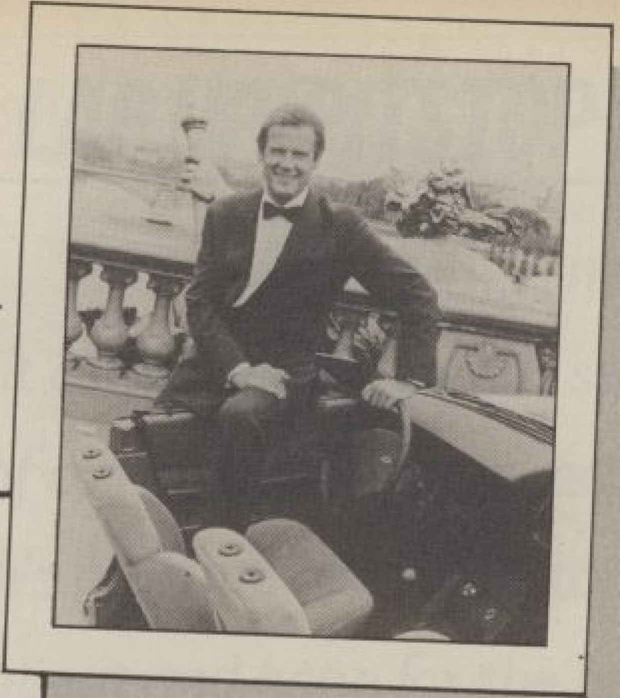
MACHINE: CBM 64
SUPPLIER: English Software
PRICE: £8.95

Suddenly everyone is making games about witches — and it's nowhere near Halloween! Still, English Software's *Witch Switch* was one of the first — and an entertaining romp it is too!

You take on various forms during the game — a monkey,

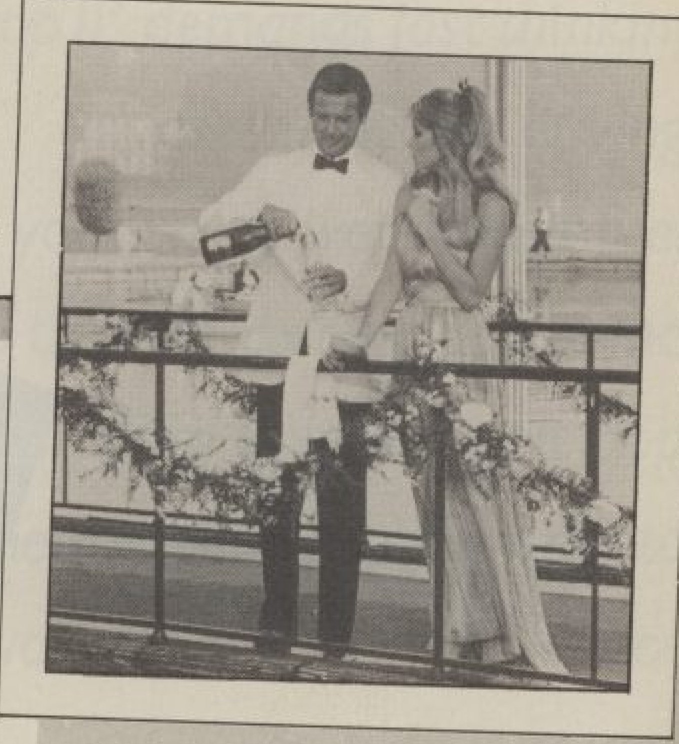
continued on page 100

The BOND DIARY



COMING SOON TO A *C&VG* NEAR YOU!

"My name is Bond. James Bond. . ." How many times have you thrilled to these words! They mean that action and adventure are just a few short film frames away. Now Bond is back in town and soon to be seen saving the world again in a brand new 007 epic called *A View to a Kill.* And, at last, here's a Bond computer game to go along with it! Yes, 007 comes to the small screen thanks to the people who brought you *Eureka!* Over the next couple of issues *C&VG* will be tracing the development of the Bond game — bringing you all the inside information on how it came to be — in THE BOND DIARY. It promises to be just as intriguing as one of the Bond plots. This issue we'll be telling you a bit about the background to the game. Next issue we'll bring you exclusive screen shots of the game itself — and then in July *C&VG* will proudly present an 007 extravaganza with competitions and much more. Bet you can't wait! In the meantime, on with the main feature . . .



It all started when Mark Strachen and Dominic Wheatley, the people who master-minded the £25,000 prize adventure game Eureka! began looking around for a follow-up.

They learned about the new Bond movie A View to a Kill and immediately saw the great potential for a computerised version of 007's adventures. But this time they wanted an arcade game – not an adventure. After all Bond movies are packed with action!

They set about acquiring the licence to the movie for an as yet undisclosed fee and began looking around for a software company good enough to come up with the goods.

They chose Softstone, a relatively unknown company with the advantage of having a team of very talented programmers. Another company, called Special K. who specialise in game design and production, created the storyboards for the game which Softstone then began to turn into data and graphics.

The brief to Special K and Softstone was to produce four arcade-style games based on stunts featured in the movie.

Domark struck lucky when they discovered that a friend was a film editor actually working on the Bond movie. He was quickly snapped up to help make sure that the games look as close to the film as possible.

Meanwhile, that supergroup Duran Duran had been chosen to write the theme music to A View to a Kill – and Domark decided that they wanted to use the same music on the game and set out on yet another quest for a licence. It proved successful and the Duran Duran sound will be featured for the first time on a computer game.

Another first for Domark is that the game will be released at the same time as the Bond movie hits the cinema screens. The Ghostbusters! game came along sometime after the movie.

And talking of Ghostbusters!, ace programmer and head of Activision, David Crane, has seen storyboards of the game and loves the look of it! Activision will be handling the game in the US.

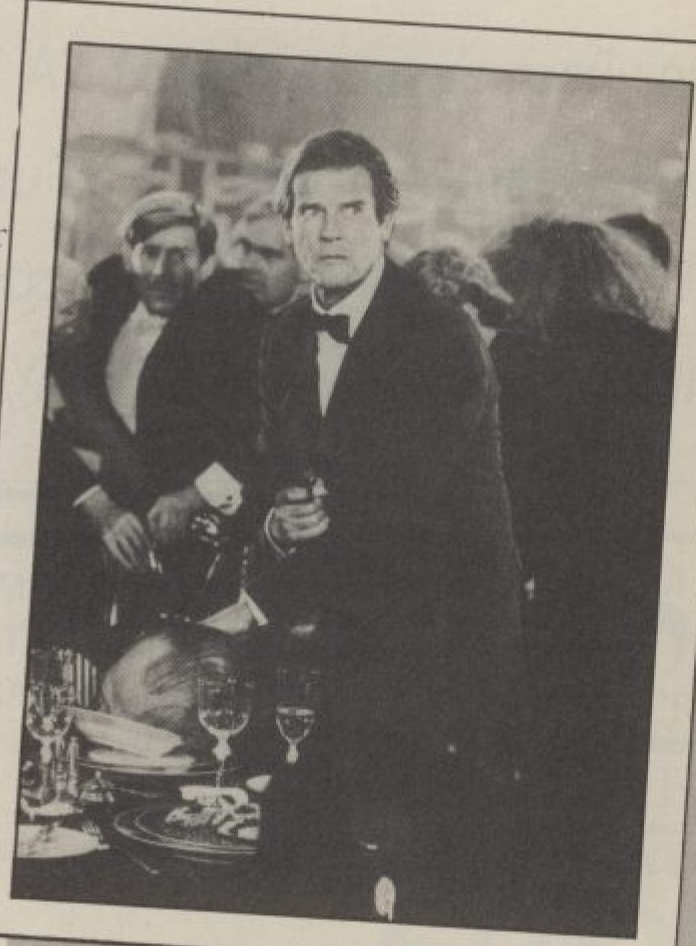
The A View to a Kill game is being written for the Spectrum, Commodore 64, Amstrad and MSX – and an Enterprise version could be on the cards.

The royal premier of the movie will take place in London on June 12th.

What would Bond think about all this? Well, according to Mark and Dominic, the current James Bond in the elegant form of Roger Moore enjoys playing computer games. We hope to bring you his views of the 007 game!

Next issue we'll bring you some exclusive screen shots of A View to a Kill plus an inside view of the programmers at work.

Don't miss it!




PITSTOP II
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EPYX

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AMSTRAD

THE TOMB OF KUSLAK

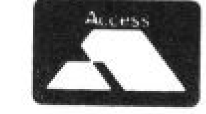
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This up and coming group of break dancers are near the end of a routine in which they have tried to screw themselves into the pavement and have proved that you can ski without snow. They now need a big finish which will impress the judges at the Ellava Wallop Modern Dance Contest.

They have planned a move in which one member in the line drops down onto a shoulder and spins round while two others next door jump over him.

The two who jump land in the same order that they take off in.

They want to repeat this move enough times to end up with the group lined up to spell their name KRAZIEST. Being out of puff and rapidly running out of bars, they'd like to repeat this move as few times as possible. Can you work it out for them?

To record your effort, simply name the pair who are to jump each time and whether they are to jump right or left, as you look at them. Put your best answer on the coupon and post it to Break Fever, *Computer & Video Games*, Priory Court, 30-32 Farringdon Road, London EC1R 3AV. Closing date is May 16th and the editor's decision is final.

The winners will be chosen from those sending in an answer which requires the **least** number of moves.

HERE'S WHAT YOU CAN WIN!

The first prize winner in our great *Break Fever* contest will get a complete Breaking kit. This consists of a set of Breakdancing clothes, including trainers etc, a video of the movie *Breakdance*, the soundtrack album from the film and a copy of the *Break Fever* game of course!

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My answer is......................................

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CPC 464 green screen VDU (GT64)

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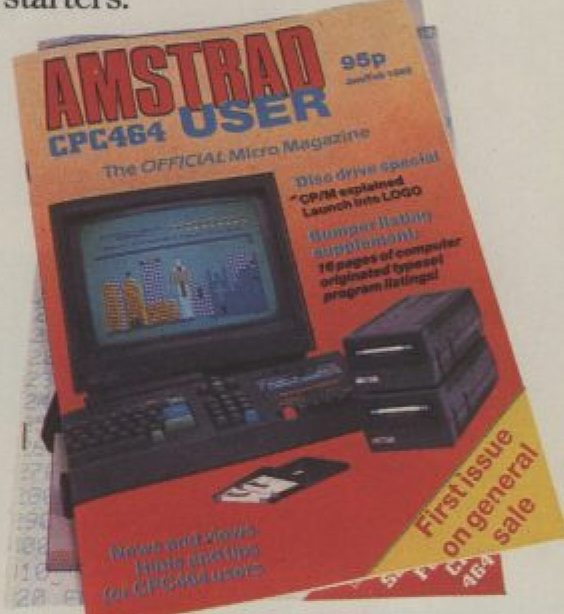
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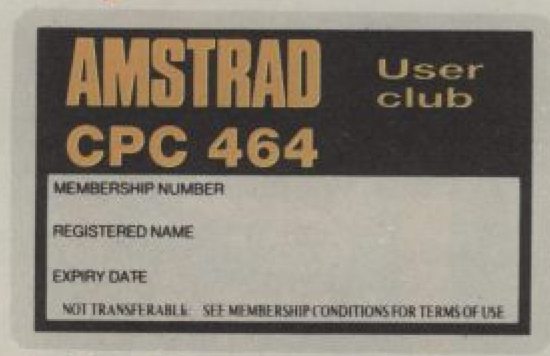
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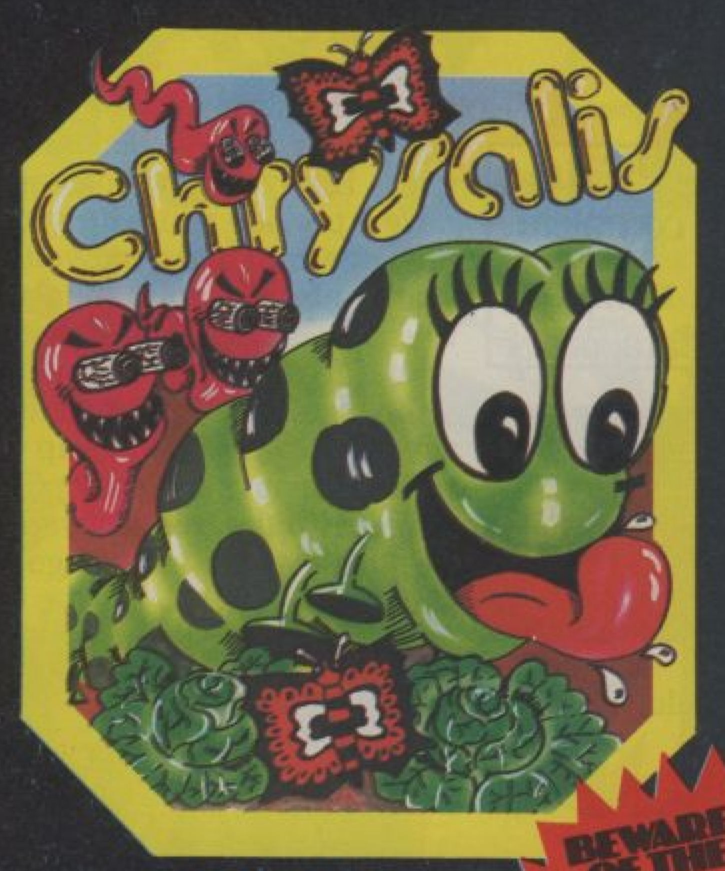
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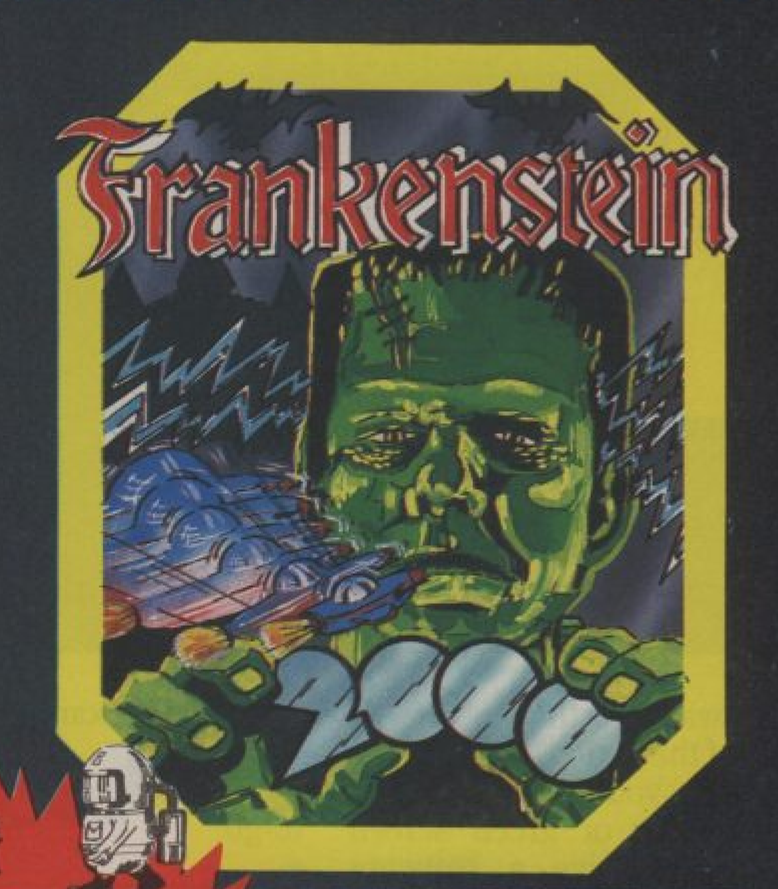
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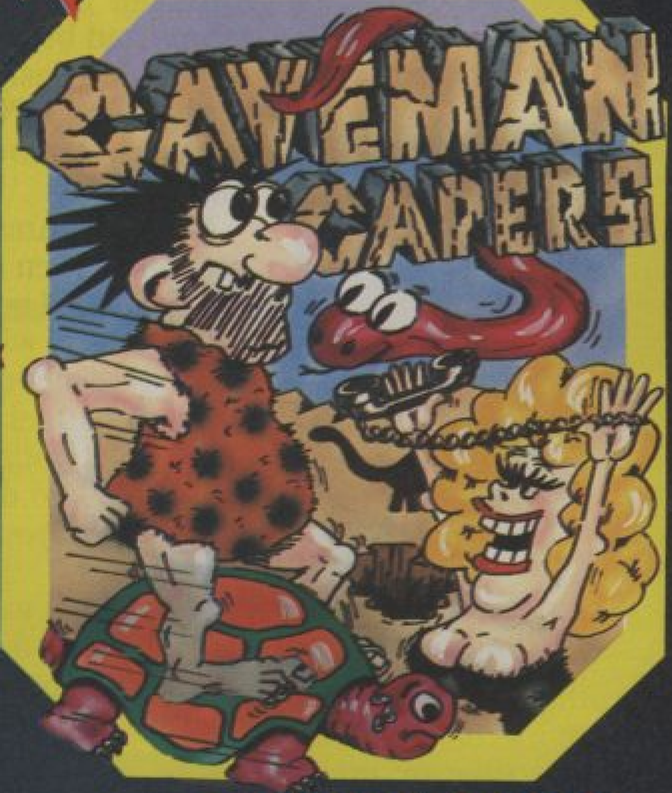


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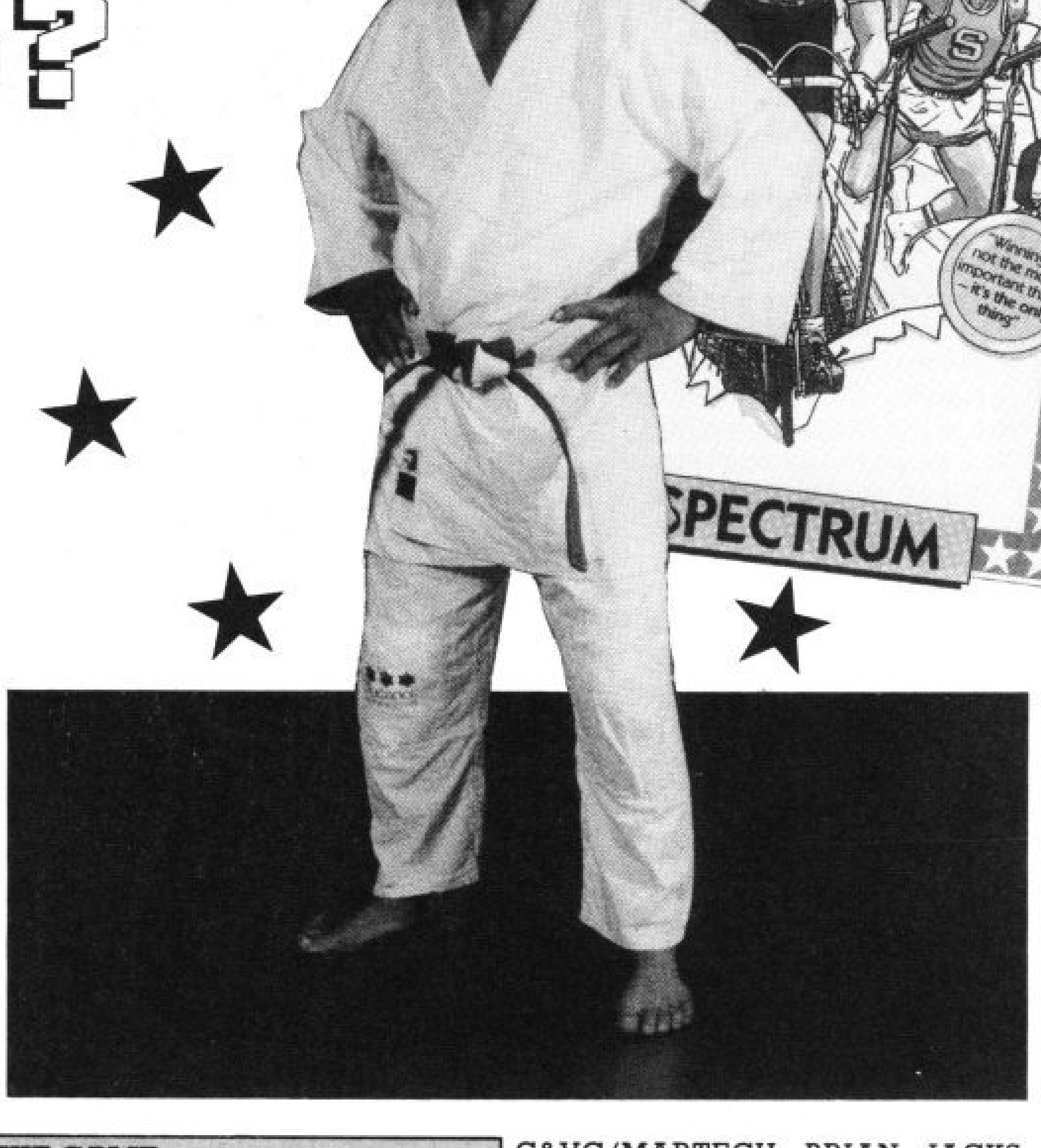
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CAN YOU BEAT BRIAN JACKS?



So you fancy yourself as a sporting superstar do you? Well now *Computer & Video Games* has teamed up with **Martech** and **Rucanor Sporting Goods** to make sure you really look the part when you play at your favourite sport.

We're offering a complete set of sports gear to the top prize winner in our terrific Brian Jacks Superstar Challenge competition!

Martech are releasing a new sports simulation based around the exploits of Brian Jacks, Olympics judo ace and star of many a TV Superstars programme. You could own a Rucanor sports kit, suitable for your favourite sport, just like the gear Brian wears when he's throwing people around in the gym or going for yet another record for arm-dips on TV!

The *Brian Jacks Superstar Challenge* will be available for the Spectrum, CBM 64, BBC, Electron and Amstrad. Ten copies of each version of the game will go to the best ten runners-up who own these machines.

All you have to do is answer the five questions about Brian below, fill in the coupon and rush it to *Computer & Video Games*, Superstar Competition Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date is April 16th. Normal *C&VG* competition rules apply. The editor's decision is final and no correspondence will be entered into.

So what are you waiting for!

ABOUT BRIAN JACKS

Brian Jacks has been British Judo Champion an amazing 11 times and Open Champion five times. He has won Olympic and European medals for his sport. He was the youngest sixth Dan in this country and has captained the British International Judo team on several occasions. He became British and European Superstars Champion in 1979 and 1980 following BBC TV's popular sports challenge.

He now regularly appears on children's TV shows, writes for magazines, and performs many fund raising activities, as well as training young would-be judo Superstars. He is a true sporting Superstar!

THE GAME

Martech's new game features eight of Brian Jacks' favourite Superstar events. These are arm-dips, squat thrusts, canoeing, cycling, football, swimming, archery and the 100 metres. Each involves a new challenge to your computer sport skills. You'll need fast reactions and plenty of stamina to beat Brian at his own game! Reckon you are up to it? Then enter our competition today!

THE QUESTIONS

1. What grade does Brian Jacks hold in Judo?

2. What is Brian Jacks' world record for arm-dips on the parallel bars in one minute?

3. How many times has Brian represented Britain in the Olympic Games?

4. Brian has appeared regularly on TV over the last few years. Name three programmes in which he has appeared.

5. What is Brian's favourite fruit?

C&VG/MARTECH BRIAN JACKS SUPERSTAR COMPETITION

My answers are:

1 ....

2 ....

3 ....

4 ....

5 ....

Name: ....

Address: ....

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If I win the top prize, I would like Rucanor sports gear suitable for (tick box):

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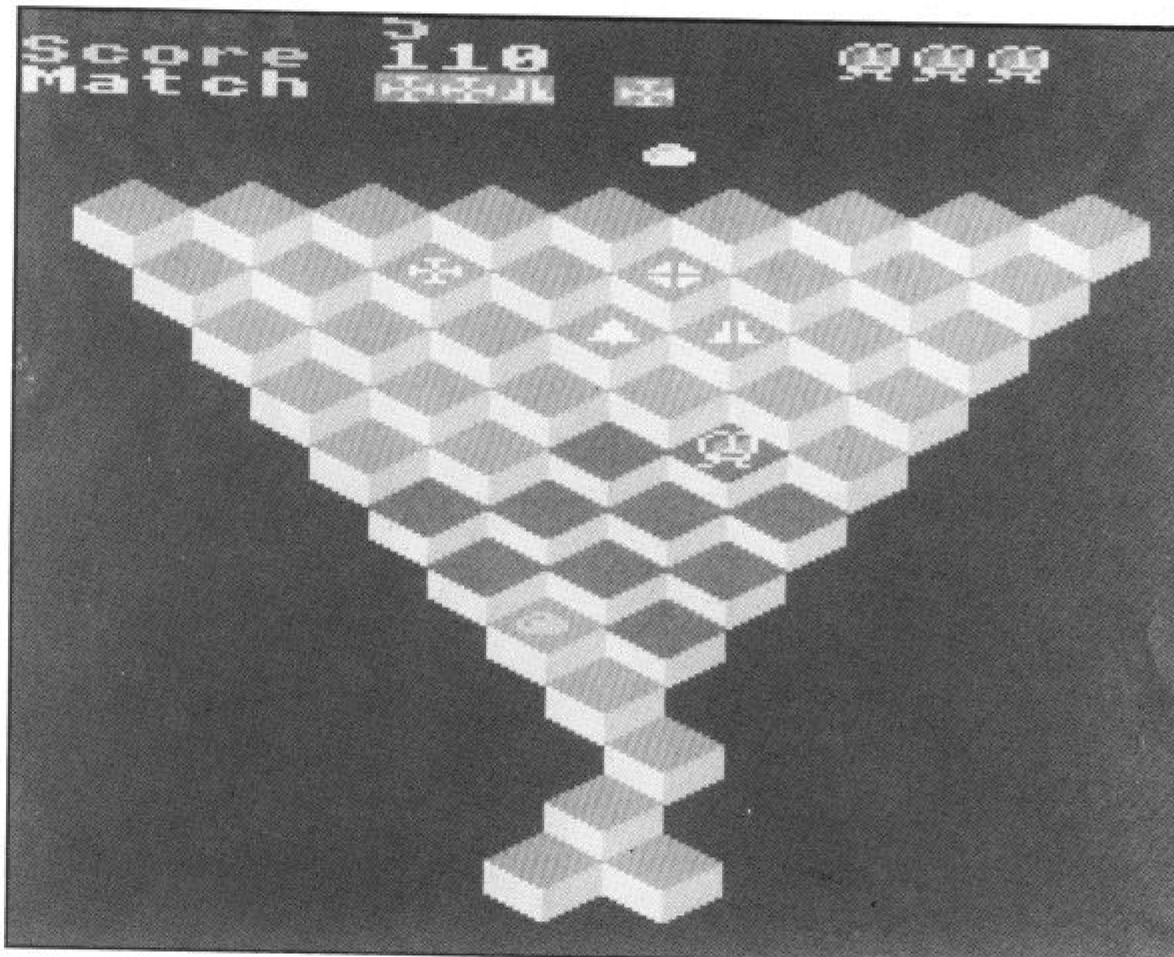
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My favourite sport is: ....

....

GAME OF THE MONTH



Tom Sato, the man behind the MSX supplement in our December issue, has turned his hand to programming the BBC computer and has come up with some pretty amazin' results.

Smarty Berty is Tom's adaptation of the successful arcade game *Q*Bert*. Tom's game differs from the original in that, instead of having the same shape to jump across — a pyramid in Q/bert's case, the program presents an ever varying selection of different shapes which you must cross changing the colour of the squares.

Bonus points can also be scored by picking up objects.

```
10DIM I%(5),J%(5),K%(4),H%(3),S$(3),W% 130,R%(3),O%(3),U%(4),U$(4)
20*K.10 OLD|MRUN|M
30ON ERROR GOTO70
40*TV255
50MODE2
60PROCINIT:GOTO80
70PROCXX
80PROCST
90X%=576:Y%=580
100Z$=INKEY$(10)
110*FX15,1
120IF Z$="" THEN250
130MOVEX%,Y%:PRINTA$:SOUND1,1,100,3
140IF Z$="/" X%=X%-D%:Y%=Y%-D%
150IF Z$="Z" X%=X%+D%:Y%=Y%-D%
160IF Z$="A" X%=X%-D%:Y%=Y%+D%
170IF Z$=":" X%=X%+D%:Y%=Y%+D%
180P%=POINT(X%+4,Y%-32)
190MOVEX%,Y%:PRINTD$
200G%=((D%*((Y%MOD128)<>0))+X%) DIV 128+1+(Y% DIV D%-1)*9:IFW%?G%<>0PROCM
210IFP%=0THEN IF FND(0) THEN70
220S%=S%-(P%=7):T%=T%-(P%=7)
230VDU4:PRINTTAB(6,1);T%"0":VDU5
240IFS%=F%PROCLP
250IF H%(1)ANDRND(a%)=1PROCS(1,K%(1))
260IF H%(2)ANDRND(b%)=1PROCS(2,K%(2))
270IF H%(3)ANDRND(c%)=1PROCS(3,K%(3))
280IF H%(1) AND I%(1)=X% AND Y%=J%(1) THEN IF FND(1) THEN70
290IF H%(2) AND I%(2)=X% AND Y%=J%(2) THEN IF FND(2) THEN70
300IF H%(3) AND I%(3)=X% AND Y%=J%(3) THEN IF FND(3) THEN70
310IF C%<>0 THENC%=C%-1:IFC%=0 THENPROCSI(M%)
320IFT%>9% PROCXB
330GOTO100
340DEFPROCS(B%,N%)
350ON N% GOSUB380,390,400
360SOUNDN%,1,120+N%*25,2
370ENDPROC
380PROCSA(B%,N%):RETURN
390PROCSB(B%,N%):RETURN
400PROCSC(B%,N%):RETURN
410DEFPROCSA(B%,N%):MOVEI%(B%),J%(B%):PRINTS$(N%):J%(B%)=J%(B%)-64
420IFRND(2)=1THENA%=-D%ELSEA%=D%
430IFPOINT(I%(B%)+32+A%,J%(B%)-32)=0 THEN470
440I%(B%)=I%(B%)+A%
450MOVEI%(B%),J%(B%):PRINTS$(N%)
460ENDPROC
470IFJ%(B%)=68THENI%(B%)=640:J%(B%)=900:GOTO450 ELSE A%=-A%:GOTO440
480DEFPROCSB(B%,N%):IF RND(2)=1 PROCSC(B%,N%):ENDPROC
490PROCSA(B%,N%):ENDPROC
500DEFPROCSC(B%,N%)
```

SMARTY BERTY

RUNS ON A BBC

BY TOM SATO

```
510IF X%=I%(B%) OR Y%=J%(B%) P
ROCSA(B%,N%):ENDPROC
520A%=D%*((I%(B%)>X%)-(I%(B%)<
X%)):Q%=D%*((J%(B%)>Y%)-(J%(B%)<
Y%))
530IF POINT(I%(B%)+32+A%,J%(B%
)-32+Q%)=0 PROCSA(B%,N%):ENDPROC
540MOVEI%(B%),J%(B%):PRINTS$(N
%)
550I%(B%)=I%(B%)+A%:J%(B%)=J%(
B%)+Q%
560MOVEI%(B%),J%(B%):PRINTS$(N
%)
570ENDPROC
580DEFPROCM:O%(1)=O%(2):O%(2)=
O%(3):O%(3)=W%?G%+241
590IF R%(1)=O%(1) AND R%(2)=O%
(2) AND R%(3)=O%(3) THEN T%=T%+(
R%(1)-239)*(R%(2)-239)*(R%(3)-23
9):SOUND3,5,100,10 ELSE T%=T%+W%
?G%:SOUND1,4,100,5
600VDU4:COLOUR7:COLOUR132:PRIN
TTAB(10,2)CHR$O%(1)CHR$O%(2)CHR$
O%(3):COLOUR3:COLOUR128:VDU5
610W%?G%=0:ENDPROC
620DEFPROCLP:L%=L%+1:PROCPY(L%
):PROCFL:PROCSI(1):X%=576:Y%=580
:MOVEX%,Y%:PRINTD$:PROCMU:ENDPRO
C
630DEFPROCSI(A%):M%=A%:I%(A%)=
640:J%(A%)=900:MOVEI%(A%),J%(A%)
640PRINTS$(K%(A%)):H%(A%)=TRUE
:M%=M%+1:IF K%(M%)=0 C%=0:ENDPRO
C
650IF A%=1 C%=d%:H%(2)=FALSE:H
%(3)=FALSE
660IF A%=2 C%=d%:H%(3)=FALSE
670IF A%=3 C%=0
680ENDPROC
690DEFFND(W%):MOVEX%,Y%:PRINTF
$:PROCDE(50):MOVEX%,Y%:PRINTG$:P
ROCDE(50):MOVEX%,Y%:PRINTH$:PROC
DE(50):MOVEX%,Y%:PRINTA$:PROCDE(
50)
700IF W%=0 MOVEX%,Y%:PRINTE$
710IF H%(1) AND W%<>1 MOVEI%(1
),J%(1):PRINTS$(K%(1))
720IF H%(2) AND W%<>2 MOVEI%(2
),J%(2):PRINTS$(K%(2))
730IF H%(3) AND W%<>3 MOVEI%(3
),J%(3):PRINTS$(K%(3))
740PROCFRUITY
750PROCSI(1)
760IF V%=0 THEN:=TRUE
770=FALSE
780DEFPROCXB:g%=g%+1000:SOUND3
,5,100,30:IFV%=5 T%=T%+50+g%/100
:ENDPROC
790V%=V%+1:PROCFL:ENDPROC
800DEFPROCINIT
810VDU23,224,1,3,7,15,31,63,12
7,255
820VDU23,225,255,127,63,31,15,
7,3,1
830VDU23,226,128,192,224,240,2
48,252,254,255
840VDU23,227,255,254,252,248,2
40,224,192,128
850VDU23,228,0,0,0,0,0,0,54,73
860VDU23,229,137,137,137,157,9
8,126,36,198
870VDU23,230,0,0,0,0,0,0,0,52
880VDU23,231,100,64,64,64,28,0
,0,0
890VDU23,232,18,54,54,34,0,0,0
,0
900VDU23,233,0,56,76,190,190,2
54,124,0
910VDU23,234,0,0,48,64,64,0,0,
0
920VDU23,235,0,0,68,40,0,40,68
,0
930VDU23,236,0,0,16,56,56,16,0
,0
940VDU23,237,0,56,124,84,124,6
8,56,0
950VDU23,238,254,252,248,252,2
54,255,206,132
960VDU23,239,127,63,31,63,127,
255,115,33
970VDU23,240,132,206,255,254,2
52,248,252,254
980VDU23,241,33,115,255,127,63
,31,63,127
990VDU23,242,0,8,8,28,119,28,8
,8
1000VDU23,243,0,28,8,73,119,73,
8,28
1010VDU23,244,0,20,20,20,54,54,
119,0
1020VDU23,245,0,20,54,119,0,119
,54,20
1030VDU23,246,0,8,28,28,62,62,1
27,8
1040VDU23,247,0,99,103,40,20,10
,115,99
1050VDU23,248,0,8,28,20,54,34,1
19,62
1060VDU23,249,0,38,73,84,42,21,
73,50
```

```
 1070A$=CHR$18+CHR$0+CHR$1+CHR$2
24+CHR$226+CHR$10+CHR$8+CHR$8+CH
R$225+CHR$227
 1080B$=CHR$18+CHR$0+CHR$4+CHR$2
24+CHR$226+CHR$10+CHR$8+CHR$8+CH
R$225+CHR$227+CHR$18+CHR$3+CHR$3
+CHR$8+CHR$8+CHR$226+CHR$18+CHR$
3+CHR$2+CHR$224+CHR$18+CHR$3+CHR
$3+CHR$10+CHR$8+CHR$8+CHR$225+CH
R$18+CHR$3+CHR$2+CHR$227+CHR$11+
CHR$11
 1090C$=CHR$18+CHR$0+CHR$3+CHR$2
28+CHR$8+CHR$10+CHR$229+CHR$8+CH
R$11+CHR$18+CHR$0+CHR$1+CHR$230+
CHR$8+CHR$10+CHR$231+CHR$8+CHR$1
8+CHR$0+CHR$4+CHR$232
 1100D$=A$+CHR$25+CHR$0+CHR$160+
CHR$255+CHR$48+CHR$0+C$
 1110E$=CHR$18+CHR$0+CHR$0+CHR$2
24+CHR$226+CHR$10+CHR$8+CHR$8+CH
R$225+CHR$227
 1120F$=A$+CHR$10+CHR$25+CHR$0+C
HR$160+CHR$255+CHR$48+CHR$0+CHR$
18+CHR$0+CHR$6+CHR$237
 1130G$=A$+CHR$10+CHR$25+CHR$0+C
HR$160+CHR$255+CHR$48+CHR$0+CHR$
18+CHR$0+CHR$7+CHR$236
 1140H$=A$+CHR$10+CHR$25+CHR$0+C
HR$160+CHR$255+CHR$48+CHR$0+CHR$
18+CHR$0+CHR$3+CHR$235
 1150VDU19,14,3,0,0,0,
 1160VDU19,11,3,0,0,0,
 1170VDU19,13,6,0,0,0,
 1180VDU19,8,6,0,0,0,
 1190VDU19,15,7,0,0,0,
 1200VDU19,10,7,0,0,0,
 1210S$(1)=CHR$25+CHR$0+CHR$32+C
HR$0+CHR$246+CHR$255+CHR$18+CHR$
3+CHR$10+CHR$233+CHR$8+CHR$18+CH
R$3+CHR$8+CHR$234
 1220S$(2)=CHR$25+CHR$0+CHR$32+C
HR$0+CHR$246+CHR$255+CHR$18+CHR$
3+CHR$9+CHR$233+CHR$8+CHR$18+CHR
$3+CHR$8+CHR$234
 1230S$(3)=CHR$25+CHR$0+CHR$32+C
HR$0+CHR$246+CHR$255+CHR$18+CHR$
3+CHR$11+CHR$233+CHR$8+CHR$18+CH
R$3+CHR$8+CHR$234
 1240PROCXI
 1250ENDPROC
 1260DEFPROCST:CLS:PROCTT:T%=0:S
%=0:V%=6:D%=64:9%=1000
 1270L%=GET-48:IF L%<=0 OR L%>=1
0 THEN 1270
 1280PROCPY(L%):PROCFRUITY:PROCS
I(1):PROCMU:ENDPROC
 1290DEFPROCPY(A):A=A*2-1:CLS:VD
U4
 1300COLOUR5:PRINTTAB(0,0)"Level
";
 1310COLOUR6:PRINT;L%
 1320COLOUR2:PRINTTAB(0,1)"Score
";
 1330COLOUR3:PRINT;T%"0"TAB(0,2)
"Match ";
 1340F%=-1:S%=0:VDU5
 1350FOR X=A TO A+11
 1360Z=X MOD 9
 1370IF ((X DIV 9) MOD 2)=1 THEN
Z=9-Z
 1380MOVE640-64*Z,900-64*(X-A+1)
 1390FORI=1TOZ:PRINTB$;:F%=F%+1
 1400NEXT:NEXT
 1410PROCSHA
 1420VDU4:COLOUR7:COLOUR132:PRIN
TTAB(6,2)CHR$R%(1)CHR$R%(2)CHR$R
%(3):COLOUR128:PRINTTAB(9,2)" ":
COLOUR3:COLOUR128:VDU5
 1430A=L%:RESTORE1500
 1440IF A>10 A=4+((A-10) MOD 6)
 1450FORX=1TOA:READ K%(1),K%(2),
K%(3):NEXT
 1460A=L% DIV10:RESTORE1500
 1470IF A>10 A=4+((A-10) MOD 6)
 1480FORX=1TOA:READ c%,b%,a%:NEX
T:a%=5-a%:b%=5-b%:c%=5-c%:d%=a%*
b%*c%/2
 1490ENDPROC
 1500DATA1,1,0,1,2,0,1,1,1,1,1,2
,2,1,1,1,2,2,1,2,3,2,2,3,2,3,3,3
,3,3
 1510DEFPROCFRUITY:V%=V%-1:PROCF
L
 1520X%=576:Y%=580:MOVEX%,Y%:PRI
NTD$:ENDPROC
 1530DEFPROCFL
 1540*FX15,1
 1550VDU4
 1560PRINTTAB(13,0)"          "TAB(
13,1)"          "
 1570VDU5
 1580IFV%=1ENDPROC
 1590FORX=1TOV%-1:MOVE800+80*X,1
020:PRINTC$:NEXT
 1600ENDPROC
 1610DEFPROCSHA:DT%=0:DN%=0:O%(1
)=0:O%(2)=0:O%(3)=0:GCOL0,7
 1620FORI=0TO130:W%?I=0:NEXT
 1630IFL%<11 THEN1650
 1640FORI=1TO10:AS%=RND(8):PROCO
S:NEXT:ENDPROC
 1650H%=1:RESTORE1720
 1660REPEAT
 1670READ AS%
 1680IF AS%=-1 H%=H%+1:GOTO1670
 1690IFL%=H%PROCOS
 1700UNTIL H%=L%+1
 1710ENDPROC
 1720DATA1,1,1,2,-1,1,1,2,3,-1,1
,2,2,3,-1,1,2,3,4,-1,2,2,3,4,5,-
1,2,3,4,5,5,-1,3,4,5,5,5,6,-1,3,
4,5,6,7,8,-1,4,5,6,7,8,1,2,-1,5,
6,7,8,1,1,1,1,-1
```

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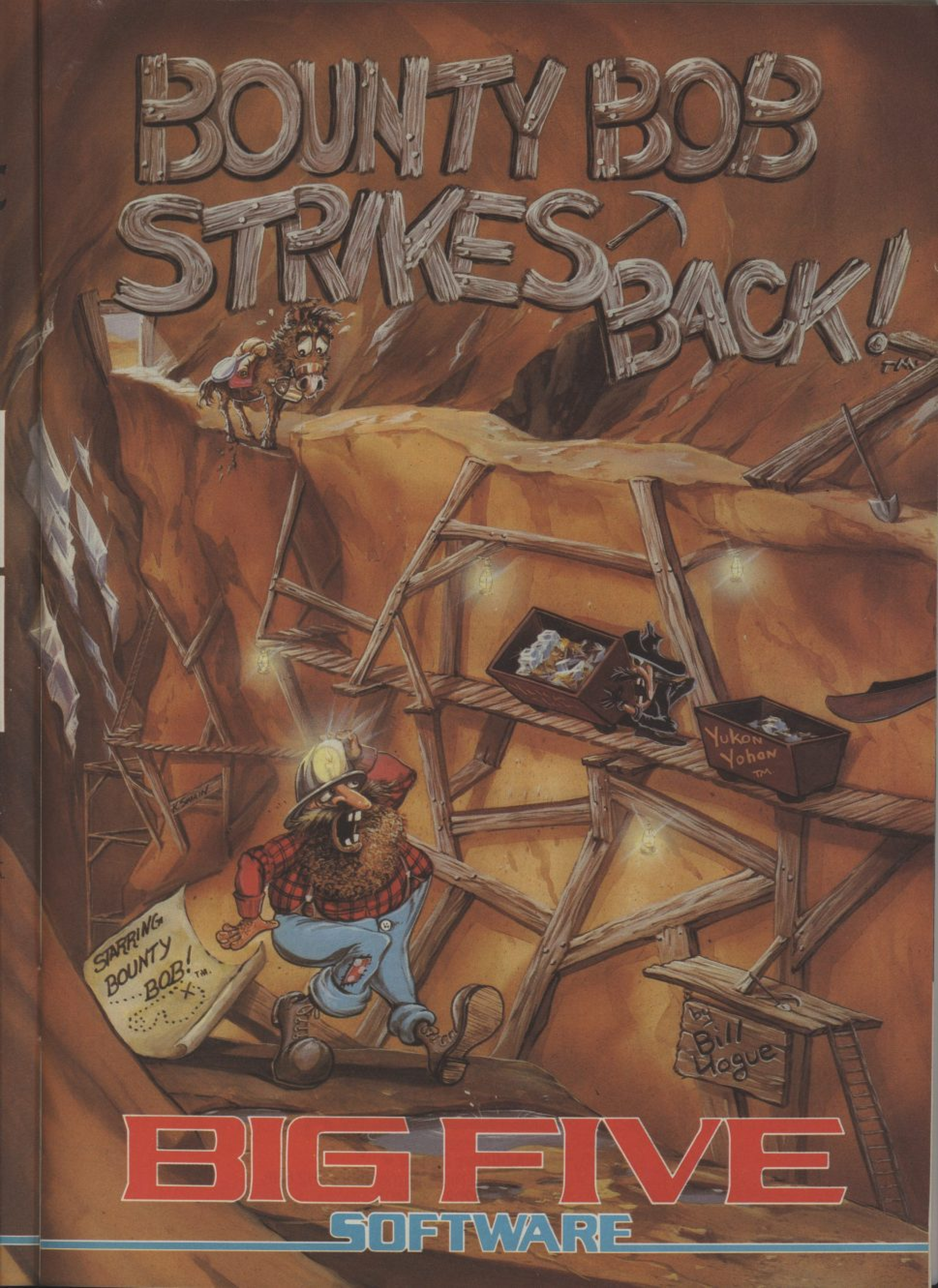
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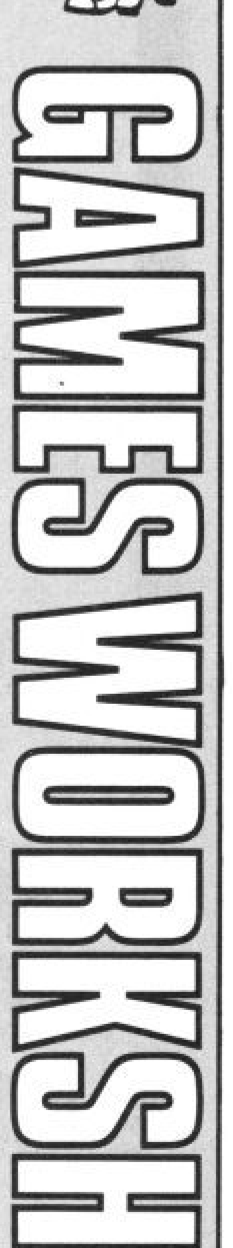
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```
 1730
 1740DEFPROCOS
 1750AX%=RND(8):AY%=RND(11)
 1760IF POINT(64+AX%*128+64*((AY
% MOD 2)=0),58+AY%*64)=0 OR W%?(
AX%+AY%*9)<>0 OR(AX%=5 AND AY%=8
) THEN1750
 1770MOVE32+AX%*128+64*((AY% MOD
 2)=0),58+AY%*64:PRINTCHR$(241+A
S%)
 1780W%?(AX%+AY%*9)=AS%
 1790IFDT%<3THENDT%=DT%+1:R%(DT%
)=AS%+241
 1800ENDPROC
 1810
 1820DEFPROCXI:RESTORE1830:FORI=
0TO4:READU%(I),U$(I):NEXT:ENDPRO
C
 1830DATA2000,ALPHA,1500,BETA,10
00,GAMMA,500,DELTA,100,EPSILON
 1840DEFPROCXX:CLS:VDU5:GCOL0,2:
FORI=1TO9:MOVE50,1052-I*96:PLOT1
,1200,0:MOVE50,1044-I*96:PLOT1,1
200,0:NEXT
 1850I=-1:REPEAT:I=I+1:UNTILI=4
OR T%>U%(I)
 1860IFU%(4)>T% THENA%=TRUE:GOTO
1920 ELSEA%=FALSE
 1870IF I=4THEN1910
 1880FOR A=3 TO I-1 STEP-1:IF A=
-1THEN1900
 1890U%(A+1)=U%(A):U$(A+1)=U$(A)
 1900NEXT
 1910U%(I)=T%:U$(I)=""
 1920MOVE250,810:GCOL0,1:PRINT"S
MARTY BERTY":MOVE258,818:GCOL0,3
:PRINT"SMARTY BERTY"
 1930FORA=1TO3STEP2:FORX=0TO4:GC
OL0,A:MOVE110+A*3,610-X*96+A*3:P
RINT;X+1;" "U%(X)"0 ":MOVE720+A*
3,610-X*96+A*3:PRINTU$(X):NEXT:N
EXT
 1940GCOL0,2
 1950IFA%THEN1990
 1960MOVE100,150:PRINT"Input you
r name"
 1970MOVE100,80:INPUTn$:IF LEN(n
$)>8 n$=LEFT$(n$,8)
 1980U$(I)=n$:T%=0
 1990MOVE300,50:PRINT"Press a ke
y":A=GET:ENDPROC
 2000DEFPROCDE(X):T=TIME:REPEAT:
UNTILTIME=T+X:ENDPROC
 2010
 2020DEFPROCTT:VDU5:GCOL0,2
 2030FORI=1TO6:MOVE200,1052-I*96
:PLOT1,880,0:MOVE200,1044-I*96:P
LOT1,880,0:NEXT
 2040MOVE250,900:GCOL0,1:PRINT"S
MARTY BERTY"
 2050MOVE570,710:PRINT"by"
 2060MOVE400,514:PRINT"T . Sato"
 2070MOVE258,908:GCOL0,3:PRINT"S
MARTY BERTY"
 2080MOVE578,718:PRINT"by"
 2090MOVE408,522:PRINT"T . Sato"
 2100MOVE580,350:PRINTB$:MOVE610
,375:PRINTC$
 2110VDU4
 2120COLOUR7:COLOUR132:PRINTTAB(
4,21)"A"TAB(15,21)"*"TAB(8,26)"Z
"TAB(11,26)"/"
 2130COLOUR2:COLOUR128:PRINTTAB(
5,22)CHR$238TAB(14,22)CHR$239TAB
(7,25)CHR$241TAB(12,25)CHR$240
 2140COLOUR9:PRINTTAB(3,29)"Inpu
t level 1-9"
 2150ENDPROC
 2160DEFPROCMU
 2170ENVELOPE1,1,3,2,-2,6,6,6,10
0,0,0,-5,100,0
 2180ENVELOPE3,4,0,0,0,0,0,0,126
,-5,-3,-1,126,110
 2190ENVELOPE4,3,-32,-14,-49,75,
63,73,9,5,-8,-4,126,126
 2200ENVELOPE5,3,27,7,43,67,74,2
16,10,1,0,-5,126,126
 2210ON RND(4) GOTO2220,2230,224
0,2250
 2220RESTORE2330:GOTO2260
 2230RESTORE2340:GOTO2260
 2240RESTORE2350:GOTO2260
 2250RESTORE2360
 2260REPEAT:READ A%
 2270IFA%=0THEN2290
 2280SOUND1,3,A%,4:SOUND2,3,A%,3
:SOUND2,0,A%,1:SOUND3,3,A%+1,3:S
OUND3,0,A%,1
 2290UNTIL A%=0
 2300PROCDE(57)
 2310*FX15,0
 2320ENDPROC
 2330DATA 101,109,101,109,101,10
9,101,109,117,121,117,121,117,12
1,117,121,129,137,129,137,129,13
7,129,137,149,149,145,129,149,0
 2340DATA 101,149,101,149,101,14
9,145,109,145,109,145,109,117,13
7,117,137,117,137,129,121,117,10
9,101,149,101,0
 2350DATA 101,117,129,117,109,12
1,137,121,101,117,129,117,101,0
 2360DATA 149,101,149,101,149,10
1,109,145,109,145,109,145,117,13
7,117,137,117,137,149,149,145,13
7,129,149,101,0
 2370REM SMARTY BERTY
 2380REM (C) T.SATO 1983
```

PROFESSOR VIDEO'S



Welcome to the workshop! Hundreds of you rushed to Richard Napier's aid after last issue's *Pyjamarama* hints. Richard couldn't work out the final stages of the game. But now, with your help, he should be well on the way to waking Wally up!

PYJAMARAMA

The Prof had to choose just one person from the many *Pyjamarama* maniacs out there for the purposes of the workshop — and he is Rupert Hinds of Lower Sunbury, Middlesex.

Rupert says that, in order to de-activate the magnetic lock, you must first get the magnet which can be found in the chest under the kitchen table.

- Get the driving licence from the first room you enter on level one. Then go out onto the roof via the room with a pyramid of tea chests. Walk right until you pick up the ignition key.
- Go to level four and slide down the bannisters by grabbing a rope. This will exchange the key for a crash helmet.
- With the crash helmet and the library book go to the library on level two (just before the lift room) and jump onto the table. You can now walk across the table and pick up the scissors.
- Go to level four and get the conveyor belt controller. You should now have the scissors and the controller, OK?
- Enter the room with the HELP button and turn the HELP button ON.
- Now, as quickly as possible, take the lift from level four to level three. Enter the room with the plants and fall through the hole in the floor.
- You should now be standing next to a balloon. Walk towards it and you will be taken up a series of ledges. Move along these until you can jump onto a tea chest, which has been activated by the HELP button. Jump from the chest and you will be able to collect the chest key. Go to the kitchen on level two and walk past the chest. You should now have the magnet.
- Take the magnet — with a full can of fuel, as explained by Richard last issue — and go to the moon on the rocket.
- When you arrive on the moon, walk to the door on the far right. Enter and switch off the magnetic lock by jumping towards the button. Now, with the lock switched off, collect the clock key and return home.
- Go to level four and enter the bedroom with the alarm clock in. Walk to the alarm clock and . . . YOU'VE DONE IT!

Thanks Rupert!

SKOOL DAZE

David Leak from Chasetown, Staffordshire has been doing his homework on *Skool Daze*.

- To collect all the shields on the top floor, simply jump at them while the teachers are looking elsewhere.
- All the shields on the second level can be reached by knocking down your fellow pupils and jumping onto them to get the extra height to reach them.
- The shields on the lowest level can only be reached by knocking down the teachers and bouncing a pellet from the catapult off their heads! Please don't attempt this in real life . . .

AIRWOLF

D. Messenger, C. Smith and M. Trinder from Enysham, Oxfordshire have been zapping around in *Airwolf*.

- Obstacle 1 (Screen 2 "wall"): Don't try to shoot the top row of bricks. Shoot the three rows below.
- Obstacle 2 (Screen 3 "wall"): Position your *Airwolf* with its nose facing out of the screen before you start firing. You need to remove three rows of bricks.
- Obstacle 3 (Screen 6 "rays"): Enter screen six and hover between the two rays. As soon as the one on the right has fired once, go diagonally down to the right to enter screen five.
- Obstacle 4 (Screen 5 "red box"): When you enter screen five, you will think that you have to go into the small cave to shoot the small red box — DON'T!
- Obstacle 5 (Screen 6 "rays"): Re-enter screen six diagonally upwards. Go straight past the second ray and enter screen seven.
- Obstacle 6 (Screen 7 "lasers"): As soon as you enter screen seven, go diagonally past the first laser and wait for the second laser to light up.
- Obstacle 7 (Screens 8 and 10 "cannons"): Enter screen 10 and hover near to the left side of the cannon until it lowers its barrel toward you. Make sure it is shooting to the left before you move over it. Once you are clear of the first cannon, go straight past the second cannon and hover at the bottom of the screen and shoot the red box. Go back up to screen seven and then straight back down to screen 10.
- Obstacle 8 (Screen 10 — the hardest!): Shoot away the wall below the laser and get ready to go down. Hover near the centre of the screen with the cannon firing upwards.
- Obstacle 9 (Screens 12 "rays, laser and red box"): Go down until you are between two rays — wait until the second one stops firing then continue down. Shoot the red box and hover until the second ray stops again. Go up until you reach the laser, hover close to it and wait until it has fired three times before moving up.
- Obstacle 10 (Screen 9 "laser"): Go back past the two cannons in the same way as before. Wait until the laser goes out and enter screen eight.
- Obstacle 11 (Screen 8 "robot wall"): Wait in the entrance of screen eight until the "robot" fires. Quickly go to the other side of the room and fire away two bricks. Go back to the entrance. You must remove eight bricks from the four rows nearest on the left.
- Obstacle 12: Pass the laser, wait until the flying saucer has passed and then go into the space above the saucer's range. Go to the right and while firing move left. Before you do this, remove the two layers of bricks you can blast from your starting position. You must then go down to hover near the bottom of the screen. When you have done this, you must collect the scientist.

It's up to you to find your way out!

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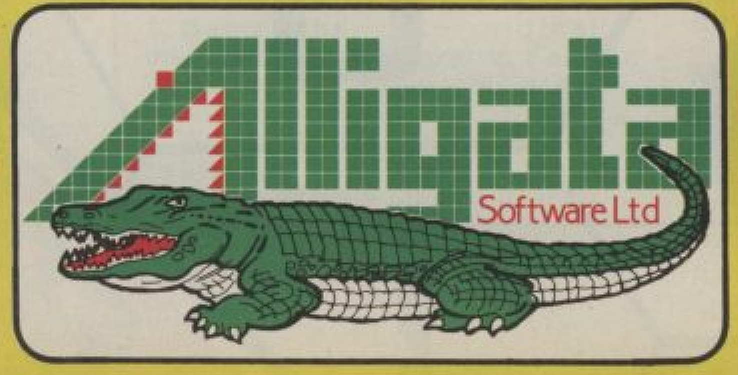
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"Did you bring it?" I asked anxiously, "Have you got it, you know — the THING?"

"Sure," said Scott. "Well, sort of!" He grinned and pointed me in the direction of an IBM PC.

And suddenly there I was, in the shape of Ben Grimm, alias the Thing, stuck in a tar-pit and slowly sinking! I was in at the deep-end, or would be within a few moves, I guessed. So I transferred my ego to the Human Torch, for already I was aflame with an idea.

"This will impress the Chief Examiner," thought I! You've probably guessed what I was "THINGKING" (Ugh!), but I don't believe it impressed the CE one little bit.

It certainly didn't impress the tar-pit which continued slowly to engulf the poor old Thing.

Scott had not finished writing *Questprobe 3*, based on the Fantastic Four, but I am sure that there was a way out of the tar pit from the fiendish look on his face!

"I don't quite know how much he's written yet," said Mike Woodroffe, head of Adventure International, behind his hand so that Scott wouldn't hear, "but when I tried it, it looked like only two locations." I knew exactly what Mike meant, but then *Return to Pirate's Island* looked like only one location for ages when I played it — but it was complete!

I had to leave the Thing to languish in the pit for a while. I will be back to tell you if (but not how!) I managed to release him within the next couple of months — just as soon as the Adventure is finished.

A meeting with Scott is always a good opportunity to ask a few questions on behalf of some of the many people who write in to the *C&VG* Adventure Helpline.

Scott's advice to Dwayne Carnadam of New Zealand, who can't get hold of most of his games, is to try Commodore International, or, failing that, Adventure International UK, at 85 New Summer Street, Birmingham B19 3TE.

Savage Island Part 1 is still defeating many players, including Steve Donoghue. In fact it still bothers me a bit! Having completed the game once, I cannot seem to repeat getting through the hurricane! There is obviously a random element in *Hurricane Alexis* — the time it starts, how long before the logs fall, and so on.

"To survive the hurricane, you must get that log as soon as you possibly can," said Scott. "The sooner you get it, the better the chances of being able to complete the tasks you need to do before Hurricane Alexis reaches its peak. It is possible that on some occasions you may not be able to survive long enough and will die, but those occasions will be very rare."

"Hyperventilate" is a word that has troubled some of our sneakier readers who have been peeking the text in *Claymorgue Castle*. "Perhaps you could ask Scott why he included this most obscure command?" asked John English of Northfield, Birmingham. So I did!

"'Hyperventilate' is the concise expression for breathing in and out deeply to absorb oxygen," explained Scott. "But, of course, there are other more obvious commands in the game that will achieve the same result!" he added.

Another obscure word, this time used in open text in *Return to Pirate's Island*, is "Funori". Scott laughed when I described my attempts to sail the ship there. "It's all in the *Encyclopaedia Britannica*. All you have to do is look it up!" he exclaimed. I said that's just what I had done, eventually, to get on the right track. "In that case, I'll have to change my reference source from now on, to fool you!" he joked.

As I departed to catch the last train home, I left Mike Woodroffe explaining to a horrified Scott what wheel-clamps are and how they can get attached even to hire-cars that are parked in the wrong place!



Want to get your hands on one of the first copies of Scott's new Questprobe Adventure? We've got 20 copies of the game to give away thanks to Scott and Adventure International — all you have to do is answer the questions below, fill in the coupon and get it to us before June 15th — that's when the game will be released.

THE QUESTIONS

1. Name the four original members of the Fantastic Four. We've already given you a big clue — but beware!

2. Which Marvel superheroes featured in Scott Adams Adventures have starred in their own TV series? NOT cartoons!

3. Name two Marvel comics super-villains!

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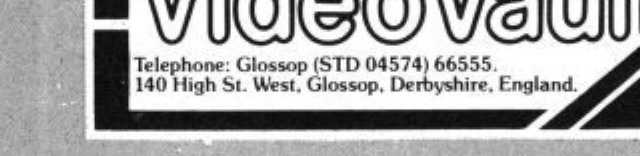
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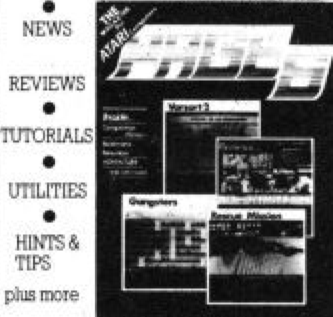
PAGE 6



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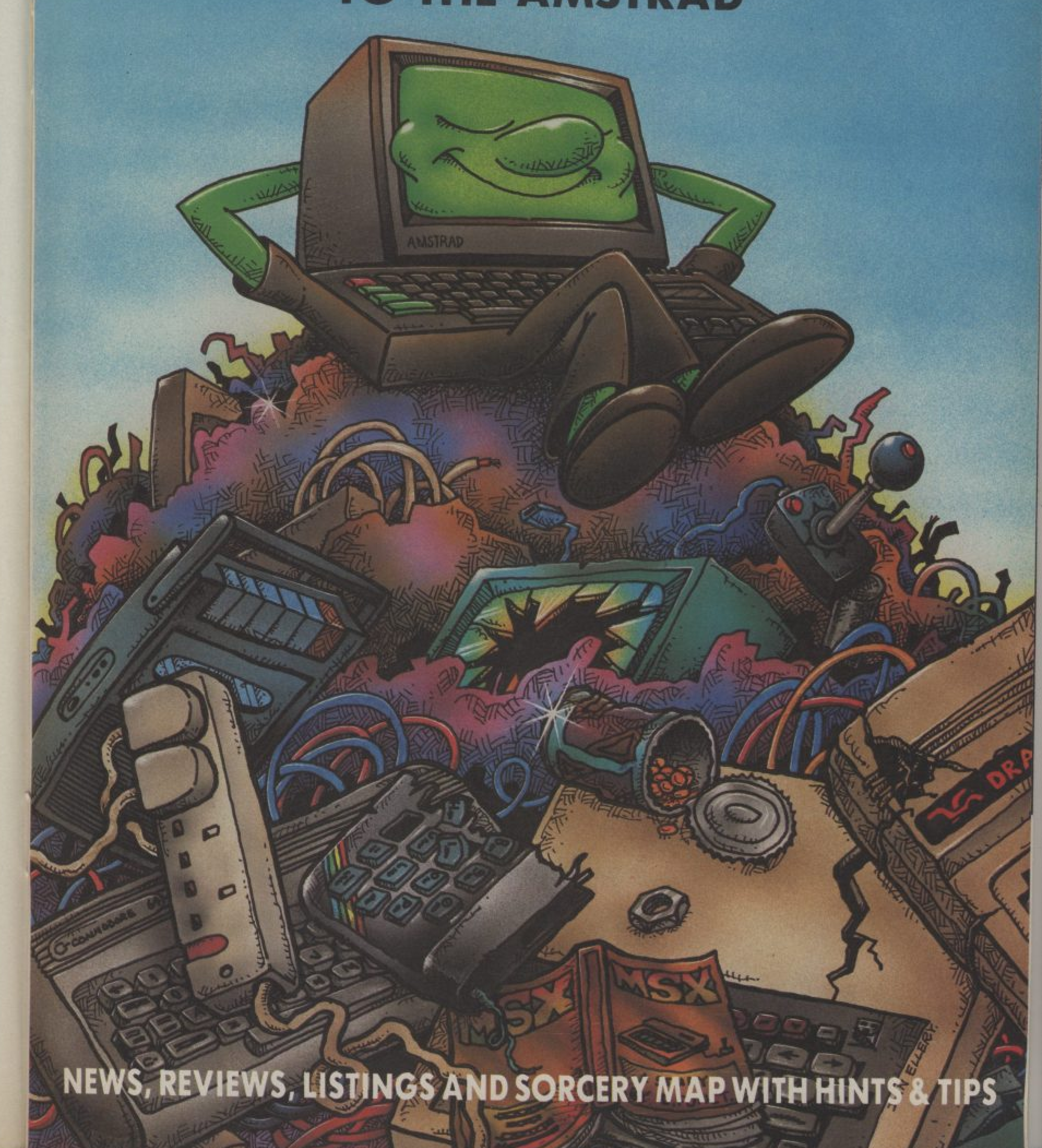
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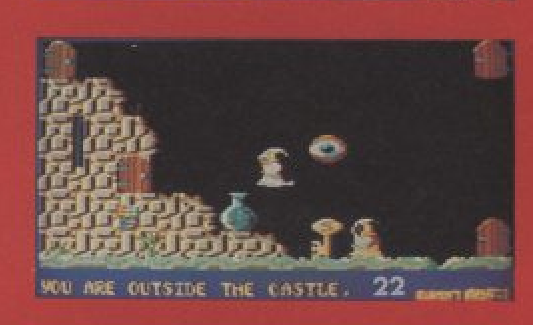

YOU ARE NEAR THE VILLAGE. 1


YOU ARE ABOVE THE CHATEAU. 7


YOU ARE ABOVE THE CHATEAU. 6


YOU ARE ABOVE THE CHATEAU. 5


YOU ARE IN THE CASTLE. 21

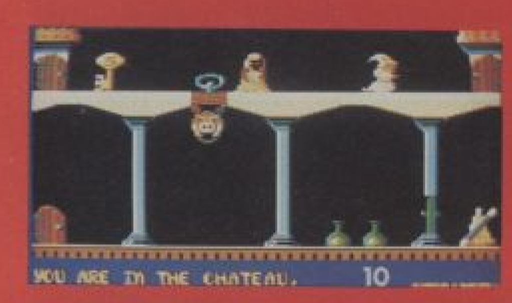

YOU ARE OUTSIDE THE CASTLE. 22


YOU ARE AT THE WATERFALL. 23


YOU ARE IN THE WASTELANDS. 39


YOU ARE IN THE WASTELANDS. 40


YOU ARE OUTSIDE THE CASTLE. 19


YOU ARE IN THE CHATEAU. 10


YOU ARE AT STONEHENGE. 36


YOU ARE NEAR STONEHENGE. 37


YOU ARE IN THE CASTLE. 20


YOU ARE IN THE WASTELANDS. 38


YOU ARE IN THE TUNNEL. 11

In Virgin's *Sorcery,* you play the part of a sorceror set the task of releasing eight of his fellow sorcerors from imprisonment. There are 40 rooms to explore and, in addition to eight special objects you need to help you release the sorcerors, there are ten assorted weapons and aids to help you in your quest.





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There are five types of deadly creatures, but each one can be killed by at least one or more of the weapons that can be found in parts of the game. It doesn't take long to find that a sack of spells or a shooting star will kill anything, but you must also find out which weapon kills which monsters because you can only carry one object at a time. The many other objects used in the game, including keys, bottles and fleur de lis, will enable you to enter locked rooms and open trap doors.

You will have to use almost all the magical objects to rescue all of the sorcerors and, with your energy level falling everytime you're attacked, you will have to move very quickly to survive.

For instance, in the Chateau, when you see the magic wand, you need a key to open the trap-door and a key to get the magic wand but there's only one key in the room. In order to get another key, you have to go out of the door on the top left. You will find yourself near the Chateau with two creatures, a key and a fleur de lis. To get back to the magic wand, you open the door with the fleur de lis. Once the door is open, you can go back again, pick up the key, return to the room containing the magic wand, release the trap door, pick up the spare key, release and pick up the wand and escape through the left hand door into the Tunnel. Now take the wand through the bottom left hand door. You will now be in the Tunnel with two creatures, a key, a river and an energy-giving cauldron but, unless you have a shooting star or a bag of spells, you can't kill both of the monsters. So, from here it is a desperate rush to free the sorceror and escape as quickly as possible, leaving the Tunnel by the door you came in.

The easiest sorceror to release is the one in a room above the Chateau, who is released by a book of spells found in the same room. You will find that this reveals another door which you cannot get through. If you leave this room by the top right hand door, you will find yourself in a room with a floating eye, a warrior, a sword and a bottle. The warrior can be killed with the sword if you like, but you must take the bottle with you on your way out.

You will now be near the Chateau again with two creatures and two objects — including the golden chalice — but to open the mystery door you must carry on towards the woods carrying the bottle. Use the bottle to open the door, kill both monsters with the shooting star, replenish your energy from the cauldron but, most importantly, pick up the fleur de lis. Retrace your steps to the mystery door and — Open Sesame! — this reveals another sorceror who can be released using the golden chalice seen two screens earlier.

Each sorceror can only be released by using a certain object. For instance, you can use the Sorceror's Moon to release your colleague at Stonehenge. A harp will free the sorceror cooped up in the palace and a goblet of wine will do the trick for the sorceror stuck out in the Wastelands. These are fairly straightforward cases of hunting down the object. The last two sorcerors, however, are linked together and prove very difficult to release.

When you are in the Castle you'll find a room with a scroll and a coat of arms. Bearing your coat of arms, leave the Castle by the right hand door and you will be able to open the door halfway down the cliff face. Once you've opened this door, return to the Castle and pick up the scroll. Returning via the cliff into the dungeons, use the scroll to release another sorceror, making use of an axe in his cage to kill the monster in the room. You must leave by the left hand door, picking up a bottle as you go. This particular bottle is used to open a trap door, but first use a nearby sword to kill the warrior in the way. Pick up the key in the top left hand corner and use the bottom right hand corner to enter the Strongroom. Open the trap-door with the key. It is a good idea to clear this room with a convenient sack of spells. To release the sorceror, you must now go all the way back for the coat of arms in the Castle, then back through the Dungeon to the room where you picked up the key.

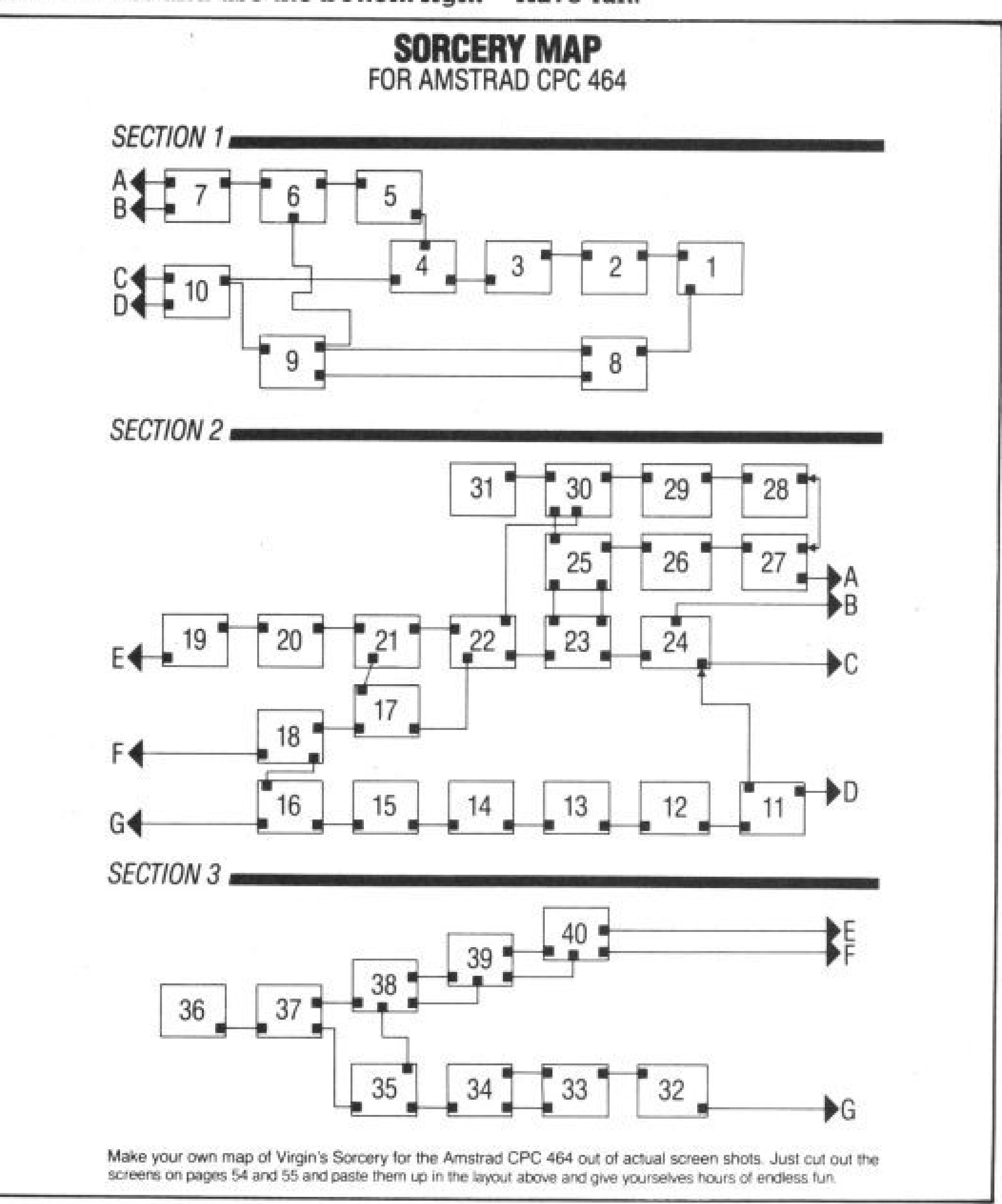
Go through the left-hand door into the Wastelands. This is where you will find the crown to release the final sorceror, but you can't go from the Wastelands back to the Dungeon without first using the coat of arms to open the door. Once you've done this, simply take the crown into the Strongroom and release the sorceror.

Whatever order you release the sorcerors in, when you have released all eight of them, don't forget to go back to The Sanctuary and join your fellow sorcerors on your pedestal.

You've then beaten the game!

In order to get higher scores, though, you must pick up as many objects, kill as many creatures and visit as many rooms as possible. Releasing all the sorcerors will win you the game but it won't necessarily get you the most points.

I hope I haven't given too much away — but there's lots more in *Sorcery* for you to discover yourself. Have fun!



Make your own map of Virgin's Sorcery for the Amstrad CPC 464 out of actual screen shots. Just cut out the screens on pages 54 and 55 and paste them up in the layout above and give yourselves hours of endless fun.



BACKPACKER'S GUIDE TO THE UNIVERSE

Fantasy Software's very successful trilogy of arcade Adventure games is to be converted to run on the Amstrad CPC 464 computer.

The Backpacker's Guide to the Universe, a series of three Adventure games featuring the character Ziggy who starred in Fantasy's other game *The Pyramid*, is loosely based on the hugely successful book and TV series *The Hitch Hiker's Guide to the Galaxy*.

The unique feature of the game is that it contains an information program at the end of the tape which gives you hints and advice on how to complete some of the puzzles in the game, similar to the Encyclopaedia Galactica in *Hitch Hiker's*.

The first program on the tape also contains a mini version of the guide but to access the whole of the second program you have to stop playing the game and load the second program — making sure that you don't have the chance to keep referring back to it.

The first part of the trilogy, entitled *The Caverns of Exile*, will be available in the next few weeks and should sell for around £7.00. ●

DECATHLON

Ocean Software's best selling trio of programs is being converted to run on the Amstrad.

Daley Thompson's Decathlon, Hunchback II and *Kong's Revenge* are all presently Ocean's top sellers at the moment and are riding high in the charts. *Daley* was probably the most successful game of last year apart from perhaps Software Project's *Jet Set Willy*.

Street Hawk a new series on Independent Television is also going to have a computer version on the Amstrad, Spectrum, Atari 800 and Commodore 64.

Ocean have purchased the full licensing rights to the game which will be on sale in mid-May.

The new TV programme is very like an old one called *Knight Rider*. The star is an electronic motorcycle equipped with an astonishing array of high-tech weapons which are used in the pursuit of criminals.

Ocean have also scooped up the rights to the popular series *Knight Rider* — a computerised car this time.

The game will be available on the same machines as *Street Hawk* and should be released in September.

All Ocean's titles for the Amstrad, including *Decathlon*, will sell for £8.95 each on cassette. ●

FRANKENSTEIN

Frankenstein 2000 is a futuristic game based on the legend of the monster created by Doctor Frankenstein.

You are a renowned scientist of the 21st century who has been working on a project to develop revolutionary new surgery that allows bionic limbs to be added to even lifeless bodies.

Spurred on by the challenge of resurrecting Frankenstein's monster, you decide to use a new micro surgical technique in which you are shrunk down to a microscopic size together with a submarine-like capsule and then injected into the body of the patient.

You must fight off the attacks of the monster's defence systems on the way towards the brain to repair the damage that has been caused by his years in suspended animation.

Frankenstein 2000 will be available from Icon Software for £6.95. ●

MIDWAY

PSS have launched one of their most successful war simulations, *Battle for Midway*, on the Amstrad CPC 464.

Battle for Midway puts you in command of the US Pacific fleet six months after the Japanese bombing raid on Pearl Harbour in 1942 which finally brought America into the second world war.

The Battle of Midway marks the turning point of the battle for the Pacific. If the Japanese are allowed to invade the Midway Islands, they would have a base from which to attack firstly Hawaii and then mainland USA, possibly changing the whole outcome of World War II.

Battle for Midway is one of the new breed of wargames that actually place you in a life-like situation where you have to make decisions on when to attack or retreat and how many troops to send into each battle — so the buck stops with you!

The game is played on three levels. First, you are given a large scale map showing an overview of your own forces. Second, you have constantly updated details of those forces down to the last fighter. Third, you get a visual representation of the battle and your forces at every stage. This way you are kept well briefed on your exact position.

Battle for Midway is available for the Amstrad, MSX, Commodore 64 and Atari computers. ●





DALEY THOMPSON'S SPOT THE DIFFERENCE CONTEST

Daley Thompson's Decathlon, the smash hit game which sprinted its way to the top of the charts during last summer, is on the starting blocks and is almost ready for the Amstrad.

As always, *C&VG* are a stop ahead of the competition and we have 50 advance copies of Ocean Software's *Daley Thompson's Decathlon* for the Amstrad to be won in our spot the difference competition.

Just check both of the pictures of Daley and try to spot the four differences in the illustration at the bottom. All you have to do then is fill in the missing items in the spaces on the coupon and send it off to *Computer & Video Games*, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Daley is a complete simulation of the two day Olympic event in which you must excel at ten different sports ranging from the pole vault to the 110 metres hurdles.

DALEY THOMPSON SPOT THE DIFFERENCE COMPETITION

The differences are: 1)..................
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Playability: Will the game keep you up until the early hours of the morning, as you attempt to complete just one more screen in a desperate attempt to beat it? Or does it send you to sleep the moment the intro-screen appears? Could you spend hours locked away in your bedroom with it?

1 WORLD CUP

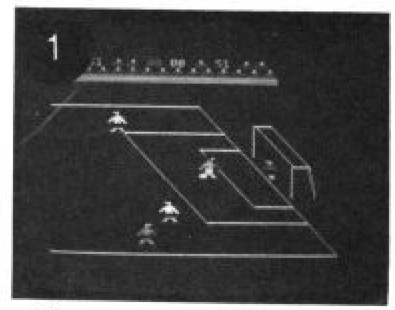
MACHINE: Amstrad
SUPPLIER: Artic Software
PRICE: £7.95

England's surprisingly good form in their recent world cup qualifying matches has created a resurgence in football support and even computer addicts, not known for their athletic prowess, are getting itchy feet and yearning for the sight of acres of muddy grass.

The Amstrad has its very own version called *World Cup* by Artic Computing which on first appearance looks very like Commodore's *International Soccer* cartridge.

The game begins by asking you to choose one of the 12 teams on offer, ranging from Brazil to Wales.

The game then goes through the preamble of having all the players trot onto the pitch in pairs and stand in their proper positions. After this performance, which lasts several minutes, the whistle is blown and your off.



You then have a game lasting around 15 minutes which includes a change of ends at half time. At the beginning, the computer slaughters you every time. Wingers dash along the touch line, dancing past your defenders, dummy the keepers and smash the ball into the back of the net. Typical score lines are: 7:0, 8:0 and 12:1 — a lucky shot in the last game.

But once you have played the game several times, you notice that the computer players always behave the same way in certain situations. Once you have learned these "programmed" moves, it becomes very easy to run rings around the computer controlled teams and I had soon won the World Cup four times on the trot with a little practice.

• Graphics	8
• Sound	5
• Value	6
• Playability	5

2 FIGHTER PILOT

MACHINE: Amstrad
SUPPLIER: Digital Integration
PRICE: £6.50

Fighter Pilot was the first true aeroplane flying simulation available on the market which was a truly realistic representation of flying a jet aircraft.

The man behind the game, designer and part owner of Digital Integration Dave Marshall, is a qualified pilot and has made every effort to make the program as life-like as possible.

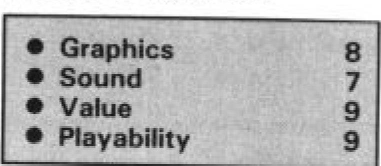
Fighter Pilot is an incredibly complex program though. There are, for instance, 23 different keys that are used during a full game. The game is based on the McDonnell Douglas F15 Eagle fighter plane and includes air-to-air combat options in the program's menu.

At the beginning of the game you are given a list of different options ranging from take off and landing practice to airborne combat. There are also four levels of difficulty — sensibly I chose trainee level and the practice landing options.

Predictably, I crashed fairly rapidly on my first few attempts. Soon I was able to keep the plane under reasonable control but still hadn't mastered the art of landing in one piece. Either I was descending too quickly and hit the ground before I could get more thrust from the engine or I came into land too fast and had my undercarriage ripped away from me.

Fighter Pilot is an incredibly complex program — to do it full justice this review would have to take up several pages of the magazine. It is, in my opinion, the game with the most playability and the longest lasting appeal I have played on the Amstrad.

This, of course, doesn't mean that I would recommend it to every Amstrad owner. If you like to get straight into a game hardly even needing to glance at the instructions, just pick up your joystick and start firing, then *Fighter Pilot* is not the game for you. On the other hand, if you are willing to spare quite a few hours getting to know the game, you will have guaranteed yourself months of flying fun.



• Graphics	8
• Sound	7
• Value	9
• Playability	9

3 ROLAND AHOY

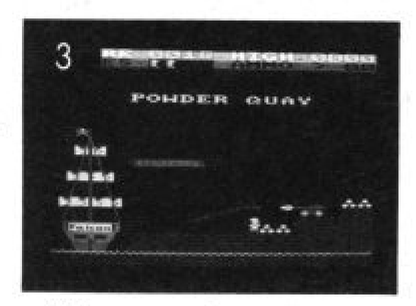
MACHINE: Amstrad
SUPPLIER: Amsoft
PRICE: £7.90

Roland Ahoy is an addictive if not particularly sophisticated release from Amsoft. It is one of those games which you know you can beat quite easily but fail repeatedly to do so.

You play the part of Roland, a vicious and ruthless captain of a pirate ship, on the look-out for any unattended treasure that he can bury on some remote desert island.

Sailing across the ocean is never an easy job at the best of times but sea monsters and rocks don't make Roland's life any easier.

To get to the treasure, you must first help Roland steal cannon balls from the powder quay. As soon as his ship docks at the quay, your ship is attacked with cannon fire and you must guide Roland through the mayhem to collect a box of cannon balls. Once you have loaded up the armaments, you can set sail for the Gold Harbour — the centre of trading for this part of the world and a town filled with prosperous merchants and business men.

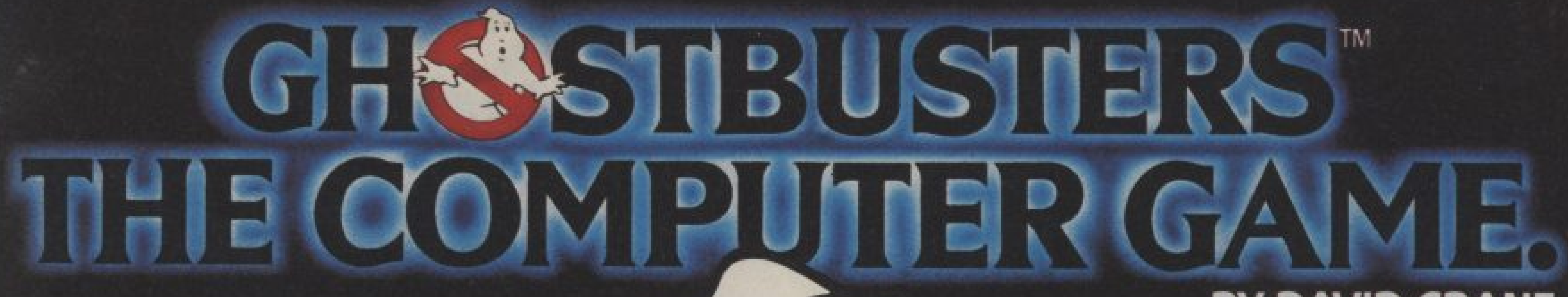


When you have tied your ship up in the harbour, you have to sneak into the town and steal as much treasure as you can carry. Not surprisingly, the town's inhabitants are less than happy about this arrangement and you have to run back to your ship dodging a hail of bullets. From here, you must travel to the nearest desert island to bury your treasure. And this is where *Roland Ahoy* and I parted company.

At the beginning of this review I said that the game had a certain addictiveness. The only reason the game has any addictive qualities is because you know that the game is dead easy to complete and all you want to do is just that to prove how bad the game is. Unfortunately, you can't even do this because *Roland Ahoy* has so many annoying features and unexpected bugs.

There is no skill in the game or enjoyment to be got from this piece of software. It is, in fact, an absolute dead loss!

• Graphics	6
• Sound	4
• Value	3
• Playability	4



BY DAVID CRANE

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Graphics: Are they really as mind-blowing as the adverts say they are? Does the screen scroll effectively? Do those aliens really leap out of the screen at you? This is how this category is judged



4

4 BLAGGER

MACHINE: Amstrad
SUPPLIER: Alligata Software
PRICE: £7.95

Computer games fall into several different categories of programs, for instance, adventures, shoot'-em-ups and strategy games all of which are very popular. A new game for the Amstrad, *Blagger*, is in the most popular category — the climbing games.

Blagger is one of the many games which has been spawned from the American game, *Miner 2049'er*, primarily *Manic Miner*, a game which *Blagger* resembles in many ways.

The basic theme of the game is roughly the same as MM. You have to guide your character through many dangerous and tricky caverns, collecting sets of keys that will open a door to the next level of the game.

Monsters and hunter killer robots patrol each of the levels making sure that no fortune seeker who enters their cavern emerges alive. Like MM, the monsters don't chase you, but move in a fixed route preventing you from making an easy escape.

The game does sound similar to *Manic Miner* and, for my taste at any rate, it is a little too close in some parts for it to be a mere coincidence. The crumbling platforms are straight out of *Manic Miner* as are the poison plants and some of the screen lay-outs.

This is, of course, fine if you don't already own a copy of *Manic Miner*, but is a bit of a bummer if you do.

It's fast becoming repetitive the amount of times I have given the same advice to people interested in buying new software — buy it because it's a good game, but don't buy 20 other games because they are all exactly alike.

Blagger is a well written and professionally produced game. But I think it would be a shame to see it in the same software collection as *Manic Miner*. I mean — why waste your money when you could buy a copy of Virgin's *Sorcery*.

• Graphics	7
• Sound	6
• Value	7
• Playability	7

5 JAMMIN'

MACHINE: Amstrad
SUPPLIER: Taskset
PRICE: £8.90

Jammin' is anything but an ordinary game.

In the game, you play the part of "Rankin Rodney", a street musician who is trying to make it into the big time. Unfortunately for Rodney, he is having a lot of problems getting all his instruments together in the same place.

Bad notes and bum chords trouble Rodney and, if he happens to run into one, he drops everything at the shock of hearing such an awful noise.

The game is played on a multi-coloured maze which has part of the screen moving in four separate directions, like coloured escalators. Rodney must hop onto the coloured escalators and jump off at the right point to collect the particular musical instrument he wants which he then brings home.

Rodney has a couple of enemies who try to halt his progress. Bum notes travel all across the maze. If Rodney happens to run into one while he is carrying a musical instrument, he instantly drops the instrument which returns to its original position in the maze.

To move on to the escalators, Rodney must wait for a coloured square of the same colour as the one he is standing on, then the joystick is pushed in the direction in which he wants to move.

The game has 20 different levels and should provide several weeks of hair-pulling sessions. Consider yourself an expert if you manage to finish the game without a receding hairline.

Jammin' is an unusual and very entertaining game. Well worth the pennies it costs, too.

• Graphics	8
• Sound	9
• Value	8
• Playability	9



6 CENTRE COURT

MACHINE: Amstrad
SUPPLIER: Amsoft
PRICE: £7.90

The only thing in Amsoft's *Centre Court* which has been left out is the odd tantrum from one of the players — but I suppose you could supply that yourself.

Centre Court is a simulation of the lawn tennis game and includes options for either a two player game or a single person against a computer opponent.

Not only is the grass court represented on the screen, there is also a cheering crowd, an umpire and line judges which are all animated beautifully. The representation of the players and the ball — which is just too small — is a little disappointing. Otherwise the game is comparable with the best tennis simulations on other machines and is more reliant on skill than most in not letting the computer do most of the work for you.

Serving is made much more difficult than in most other games because you have to hit the ball while it's in the air. If it's too high, it will overshoot the line or hit the net if it is too low.

You can vary the speed, height and direction of shot so, just like the real game, you can lob, smash, volley into a corner or play a gentle drop shot over the net.

One big drawback of the game is the size of the ball used — it's tiny. True, it may be in proportion to the size of the players but it would only have improved the game if this small alteration had been made.

All round, a well produced game which, in spite of a few niggles, still rates as one of my favourite simulations on the Amstrad. Well worth adding to your software collection.

• Graphics	8
• Sound	7
• Value	8
• Playability	8

7 MANIC/JSW

MACHINE: Amstrad
SUPPLIER: Software Projects
PRICE: £5.50

Manic Miner and *Jet Set Willy* have probably made Miner Willy the best known computer games character in Britain. If you have been unfortunate enough to own a computer that doesn't have

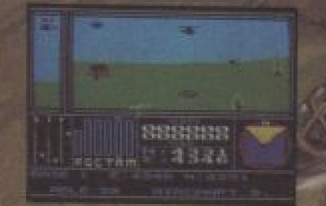
COMBAT LYNX

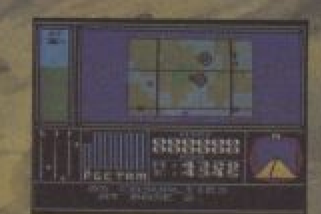
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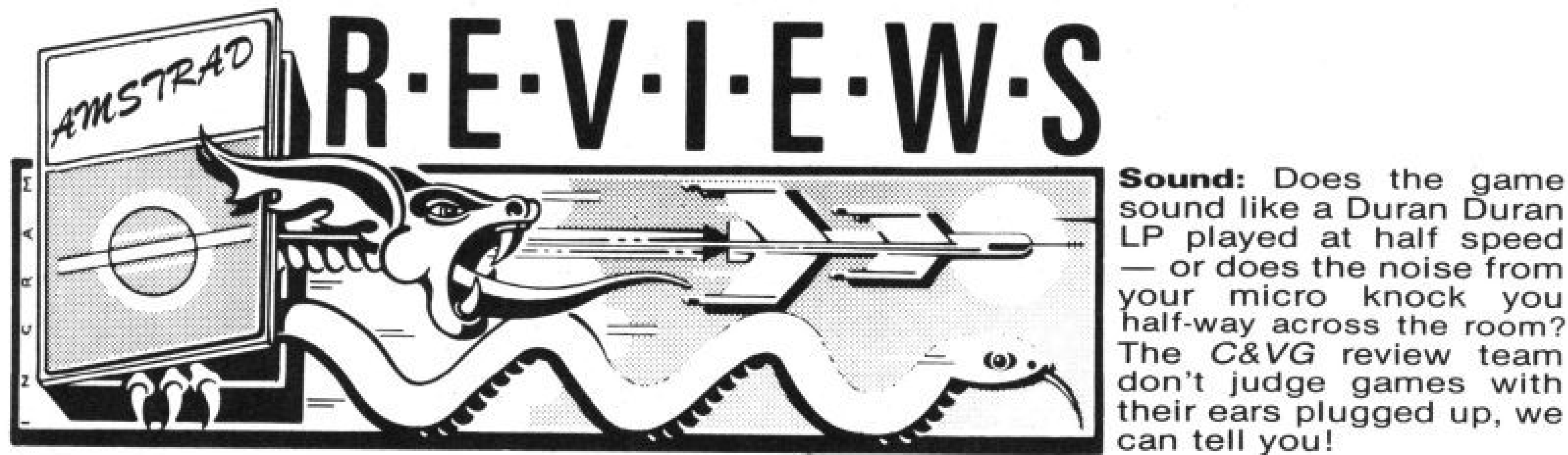







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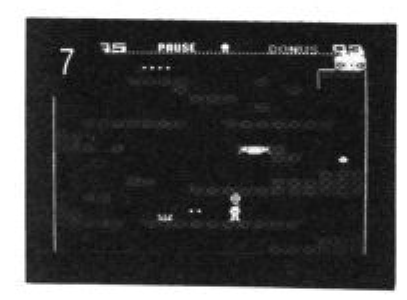
Sound: Does the game sound like a Duran Duran LP played at half speed — or does the noise from your micro knock you half-way across the room? The *C&VG* review team don't judge games with their ears plugged up, we can tell you!

its own adaptation of the game, or you don't own a computer at all, then you've never played a real computer game.

Both games are now available on the Amstrad computer and are almost exactly the same as the Spectrum original. All the platforms and crumbling ledges are there, as well as the man-eating toilets, mutant telephones boxes and boncing penguins.

The aim of the game is fairly simple. You must guide Miner Willy through 20 levels of a disused mine which is being run by a workforce of robots. Sounds simple. It isn't.

On each and every level there are several different flashing keys which have to be collected before the door to the next level opens up. Things are made difficult by monsters patrolling the mine shafts, platforms that crumble under your feet, sending you crashing to the bottom of the mine and poisonous mushrooms which kill Willy on the slightest contact.



It took several months for the first person to crack the Spectrum version of the game and discover the game's secret. I'm sure Amstrad owners will have as much of an entertaining and frustrating time as thousands of Spectrum and Commodore owners did. Even after nearly two years on the market, *Manic Miner* is still as exciting and novel as the day it was released.

The sequel, *Jet Set Willy*, also stayed at the top of *C&VG*'s charts throughout the summer and was almost universally praised, I personally thought the game was quite an anti-climax following all the speculation before its release. Software Projects have reproduced the game very accurately, though, and I'm sure it will be sailing quite high up the charts again.

• Graphics	9
• Sound	8
• Value	8
• Playability	9

8 STAR AVENGER

MACHINE: Amstrad
SUPPLIER: Kuma Computing
PRICE: £6.95

Unlike most computers that have emerged during the past three or four years, the Amstrad is almost the only computer to have a substantial software catalogue already available for it at the launch of the machine.

This means that conversions of well known computer and arcade games take some time to appear. *Star Avenger* is typical of the fast movement in Amstrad games and is a complete conversion of the arcade game *Scramble* with lots of extra features added, too.

The aim of the game is guide your rocket ship through a guarded underground fortress. First you must break through the outer defences of the city, following up with a bombing run over the city, and then onto the hidden lair of the robot controlling the city's automated defences to destroy it.

The program also allows you to jump through any of ten or so levels of the game, so you can practice playing a particularly difficult or tricky part.

My first big disappointment with the game is that the controls are solely confined to the keyboard. It is ridiculous that no provision has been made for gamers with joysticks, especially in a game like *Star Avenger*, where a lot of very fine adjustments in direction are often necessary.

Graphically the game is fairly impressive. Lots of colour and rapidly changing scenery help to give the game the touch of an arcade game. Although the animation of the ship is of the same quality, the jerkiness of the movement makes it difficult to negotiate tight corners and also makes hitting rockets and fuel dumps even harder.

Star Avenger is a reasonable shoot-'em-up. It is well worth grabbing a copy for the odd zapping session, although I'm sure that this game is not going to become a classic on the Amstrad.

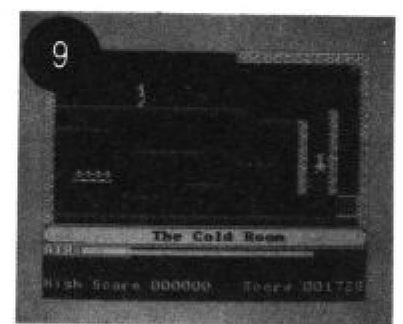
• Graphics	8
• Sound	6
• Value	7
• Playability	7

9 GHOULS

MACHINE: Amstrad
SUPPLIER: Micro Power
PRICE: £6.95

Ghouls, the latest release from Micro Power, is likely to send shivers down even the most experienced gamer's spine.

The scene is a long deserted and reputedly haunted house on top of an eerie hill. Local gossip says that the last owner of the house was an insane millionaire who hoarded a collection of precious South



American Inca stones which, apparently, have astonishing magical powers.

Many other adventurers have tried to remove the jewels from the mansion but none have ever emerged alive. It's up to you to enter the house, find your way through the many trap-filled rooms and remove the fabulous treasure.

The insane owner has built in some novel, and horrifying, alterations into the house including poison-smeared spikes, moving floor boards and shrinking floors.

The house is also filled with malevolent ghosts and ghouls which track you down in each room. These can be made to disappear if you find one of the odd gems which have been strewn around the house. This will give you just enough time to make your exit from the room.

Each level is constructed to give you as little chance of reaching the top of the screen as possible.

Ghouls is certainly a tough nut to crack — and I could imagine myself playing for several weeks before becoming even nearly competent. This game does have its drawbacks. Often it becomes extremely frustrating because you need a lot of luck and very little skill in some parts of the game.

Overall, the game scores highly in my ratings and I would recommend it to anyone looking for a good climbing game.

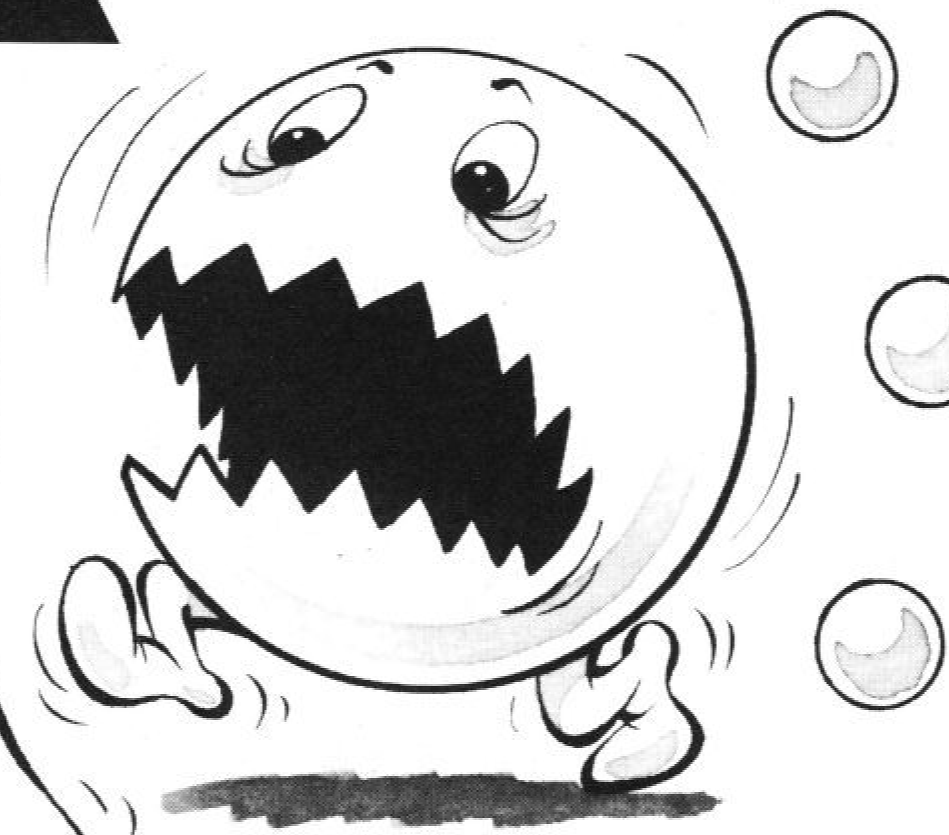
• Graphics	8
• Sound	8
• Value	8
• Playability	8

DOTMAN

RUNS ON AN AMSTRAD

BY STEPHEN SUTHERLAND





The Amstrad CPC 464 has only been available in large numbers since just before Christmas. Even so, the support from software companies has been magnificent, with games of a very high quality appearing in the shops already.

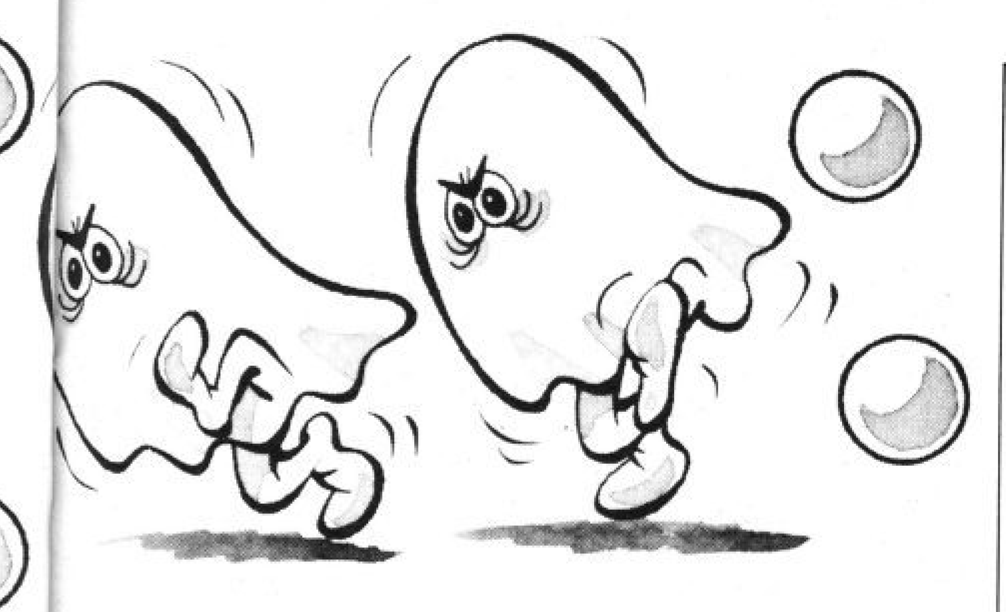
This isn't only confined to the professional software houses either. The software that we have been receiving from you, our readers, has been among some of the best we have ever seen.

Stephen Sutherland's Dotman is a classic adaptation of *Pac-Man* and it is certainly the best version of the game we have played on any computer!

You are a hungry little Pac-Man running around a maze filled with protein-packed dots. Unfortunately for you, the maze is filled with the spirits of people who died without finding their way out of the maze. These ghosts follow you constantly around the maze trying to make sure you don't eat all the dots.

Happy chomping, but remember not to let the guests eat YOU!

```
10 REM****************************
************
20 REM DOTMAN (C) 1984 Stephen S
utherland
30 REM****************************
************
40 GOSUB 1300:REM START
50 GOSUB 1880:REM INSTRUCTIONS
60 GOSUB 1600:REM SCREEN
70 FOR f=1 TO liv:LOCATE 7+(2*f)
,12:PRINT a1$(1):LOCATE 7+(2*f),
13:PRINT a2$(1):NEXT f
80 q=10:p=16:q1=2:q2=2:c=2:d=2:t
=19:s=2:mo=1:op=p:oq=q:ot=t:os=s
:da=1:RESTORE
90 ON scr GOTO 100,150,200
100 GOSUB 940
110 IF c=q AND d=p THEN 790
120 GOSUB 350
130 IF sc!<>0 AND sc!/o!=INT(sc!
/o!) THEN CLS:o!=sc!+5150:scr=sc
r+1:GOTO 60 ELSE 100
140 IF c=q AND d=p THEN 790
150 GOSUB 1100
160 IF p=s AND q=t THEN 790
170 GOSUB 350
180 IF p=s AND q=t THEN 790
190 IF sc!<>0 AND sc!/o!=INT(sc!
/o!) THEN CLS:o!=sc!+5150:scr=sc
r+1:GOTO 60 ELSE 150
200 GOSUB 1100
210 IF (c=q AND d=p) OR (s=p AND
 t=q) THEN 790
220 GOSUB 350
230 IF (c=q AND d=p) OR (s=p AND
 t=q) THEN 790
240 IF sc!<>0 AND sc!/o!=INT(sc!
/o!) THEN CLS:o!=sc!+5150:scr=1:
IF liv<3 THEN liv =liv+1
250 IF scr=1 THEN 60
260 GOSUB 1100
270 IF (c=q AND d=p) OR (s=p AND
 t=q) THEN 790
280 GOSUB 350
290 IF (c=q AND d=p) OR (s=p AND
 t=q) THEN 790
300 GOSUB 940
310 IF (c=q AND d=p) OR (s=p AND
 t=q) THEN 790
```



```
320 IF sc!<>0 AND sc!/o!=INT(sc!
/o!) THEN CLS:o!=sc!+5150:scr=1:
IF liv<3 THEN liv=liv+1
330 IF scr=1 THEN 60 ELSE 200
340 REM *** MOVE DOTMAN ***
350 PEN 4:LOCATE q,p:PRINT a1$(m
o):LOCATE q,p+1:PRINT a2$(mo)
360 op=p:oq=q
370 IF JOY(0)=1 THEN x=p:y=q:GOS
UB  580:IF col=0 THEN p=p-2
380 IF JOY(0)=2 THEN x=p:y=q:GOS
UB  660:IF col=0 THEN p=p+2
390 IF JOY(0)=4 THEN q=q-1:a1$(1
)=CHR$(216):a2$(1)=CHR$(217):ox=
op:oy=oq:GOSUB  530:IF col=1 THE
N q=q+1
400 IF JOY(0)=8 THEN q=q+1:a1$(1
)=CHR$(212):a2$(1)=CHR$(213):che
=1:ox=op:oy=oq:GOSUB  530:che=0:
IF col=1 THEN q=q-1
410 IF op=p AND oq=q THEN mo=1:G
OTO 440
420 mo=(2-mo)+1
430 PEN 1:LOCATE 1,25:PRINT"Scor
e :-";USING"££££££";sc!:LOCATE o
q,op:PRINT" ":LOCATE oq,op+1:PRI
NT" "
440 IF t=c AND s=d AND scr<>2 TH
EN gl=92
450 IF p=12 AND q=21 THEN q=1:SO
UND 2,200,25,7,0,1
460 IF p=12 AND q=0 THEN q=20:SO
UND 2,200,25,7,0,1
470 IF op=p AND oq=q THEN 510
480 x=p:y=q
490 GOSUB  740
500 IF po=1 THEN SOUND 1,100,2:s
c!=sc!+50
510 RETURN
520 REM ***TESTS***
530 px=((oy-1)*32)-1:py=((26-ox)
*16)-22
540 IF che=1 THEN px=px+36
550 IF TEST (px,py)<>0 THEN col=
1:RETURN
560 col=0
570 RETURN
580 px=((y-1)*32):py=((26-x)*16)
+1
590 px1=px+24
600 px2=px+12
610 IF TEST (px,py)<>0 THEN col=
1:RETURN
620 IF TEST (px2,py)<>0 THEN col
=1:RETURN
630 IF TEST (px1,py)<>0 THEN col
=1:RETURN
640 col=0
650 RETURN
660 px=((y-1)*32):py=((26-x)*16)
-33
670 px1=px+24
680 px2=px+12
690 IF TEST (px,py)<>0 THEN col=
1:RETURN -
700 IF TEST (px1,py)<>0 THEN col
=1:RETURN
710 IF TEST (px2,py)<>0 THEN col
=1:RETURN
720 col=0
730 RETURN
740 px=((y-1)*32)+12:py=((26-x)*
16)-16
750 IF TEST (px,py)<>0 AND TEST
(px+12,py)=0 THEN po=1:RETURN
760 po=0
770 RETURN
780 REM *** KILLED ***
790 IF scr<>1 THEN PEN 1:LOCATE
ot,os:PRINT b1$(gl):LOCATE ot,os
+1:PRINT b2$(gl)
800 LOCATE oq,op:PRINT" ":LOCATE
 oq,op+1:PRINT" "
810 LOCATE q,p:PRINT a1$(2):LOCA
TE q,p+1:PRINT a2$(2)
820 l=((q-1)*32)+16:m=((26-p)*16
)-16
830 DEG
840 SOUND 1,100,200,7,0,2
850 FOR f=180 TO 0 STEP -8
860 PLOT l,m,0:DRAWR 14*COS(f-90
),14*SIN(f-90),0
870 PLOT l,m,0:DRAWR -(16*COS(f-
90)),14*SIN(f-90),0
880 NEXT
890 FOR f=1 TO 500:NEXT
900 liv=liv-1:IF liv>0 THEN o!=s
c!+5150:GOTO 60
910 PAPER 2:PEN 0:LOCATE 4,1:PRI
NT"HIT SPACE BAR":PEN 1:PAPER 0
920 WHILE INKEY$<>" ":WEND
930 scr=1:sc!=0:liv=3:o!=5150:GO
TO 60
940 REM *** ROBOT GHOST ***
950 PEN 1:LOCATE c,d:PRINT b1$(9
2):LOCATE c,d+1:PRINT b2$(92)
```

```
960 READ c,d
970 da=da+1:IF da=259 THEN RESTO
RE 1010:da=1
980 IF c=t AND d=s AND scr=3 THE
N g2=gl ELSE x=d:y=c:GOSUB 740:g
2=po+1
990 PEN 2: LOCATE c,d:PRINT CHR$
(210):LOCATE c,d+1:PRINT CHR$(21
1):PEN 4
1000 RETURN
1010 DATA 2,2,3,2,4,2,4,4,4,6,4,
8,5,8,5,10,5,12,5,14,5,16,6,16,7
,16,8,16,9,16,10,16,11,16,12,16,
13,16,14,16,15,16,17,16,18,16,19
,16,19,18,19,20,19,22
1020 DATA 18,22,17,22,17,20,17,1
8,17,16,16,16,16,14,16,12,16,10,
16,8,17,8,18,8,19,8,19,6,19,4,19
,2,18,2,17,2,16,2,15,2,14,2,13,2
,12,2,12,4,12,6,11,6,10,6,9,6,8,
6,8,8
1030 DATA 7,8,6,8,5,8,5,10,5,12,
5,14,5,16,4,16,3,16,2,16,2,18,2,
20,2,22,3,22,4,22,4,20,5,20,6,20
,7,20,7,22,8,22,9,22,10,22,11,22
,12,22,13,22,14,22,14,20,15,20,1
6,20,17,20
1040 DATA 17,18,17,16,16,16,16,1
4,16,12,17,12,18,12,19,12,20,12,
1,12,2,12,3,12,4,12,5,12,5,10,5,
8,4,8,4,6,4,4,4,2,5,2,6,2,7,2,8,
2,9,2,9,4,9,6,10,6,11,6,12,6,12,
4,12,2,13,2,14,2,15,2,16,2,17,2,
18,2,19,2,19,4,19,6,19,8,18,8,17
,8,16,8,16,10
1050 DATA 16,12,16,14,16,16,17,1
6,18,16,19,16,19,18,19,20,19,22,
18,22,17,22,17,20,16,20,15,20,14
,20,14,22,13,22,12,22,11,22,10,2
2,9,22,8,22,7,22,7,20,6,20,5,20,
4,20,4,18,4,16,5,16,5,14,5,12,4,
12,3,12,2,12,1,12
1060 DATA 20,12,19,12,18,12,17,1
2,16,12,16,10,16,8,15,8,14,8,13,
8,13,6,12,6,11,6,10,6,9,6,9,4,9,
2,8,2,7,2,6,2,5,2,4,2,3,2,2,2,2,
4,2,6,2,8,3,8,4,8,5,8,5,10,5,12,
5,14,5,16,6,16,7,16,8,16,9,16,10
,16,11,16,12,16,13,16,14,16,15,1
6,16,16,16,14,16,12,16,10,16,8
1070 DATA 15,8,14,8,13,8,13,6,12
,6,12,4,12,2,13,2,14,2,15,2,16,2
,17,2,17,4,17,6,17,8,16,8,16,10
1080 DATA 16,12,16,14,16,16,15,1
6,14,16,13,16,12,16,11,16,10,16,
9,16,8,16,7,16,6,16,5,16,5,14,5,
12,5,10,5,8,4,8,3,8,2,8,2,6,2,4
1090 REM *** FOLLOWING GHOST ***
1100 flag=0
1110 IF RND<0.5 THEN flag=1:GOTO
 1140
1120 IF t>q THEN ox=s:oy=t:che=0
:GOSUB  530:IF col=0 THEN t=t-1:
GOTO 1260
1130 IF t<q THEN ox=s:oy=t:che=1
:GOSUB  530:che=0:IF col=0 THEN
t=t+1:GOTO 1260
1140 IF s>p THEN x=s:y=t:GOSUB
580:IF col=0 THEN s=s-2:GOTO 126
0
1150 IF s<p THEN x=s:y=t:GOSUB
660:IF col=0 THEN s=s+2:GOTO 126
0
1160 IF t+1=q AND s=p THEN t=t+1
:GOTO 1260
1170 IF s-1=p AND t=q THEN s=s-1
:GOTO 1260
1180 IF t-1=q AND s=p THEN t=t-1
:GOTO 1260
1190 IF s+1=p AND t=q THEN s=s+1
:GOTO 1260
1200 IF flag=1 THEN flag=0:GOTO
1120
1210 IF s=os AND t=ot THEN ra=RN
D*3 ELSE 1260
1220 IF ra=0 THEN ox=s:oy=t:GOSU
B  530:IF col=0 THEN t=t-1
1230 IF ra=1 THEN ox=s:oy=t:che=
1:GOSUB  530:che=0:IF col=0 THEN
 t=t+1
1240 IF ra=2 THEN x=s:y=t:GOSUB
 580:IF col=0 THEN s=s-2
1250 IF ra=3 THEN x=s:y=t:GOSUB
 660:IF col=0 THEN s=s+2
1260 IF t<>ot OR s<>os THEN PEN
1:LOCATE ot,os:PRINT b1$(gl):LOC
ATE ot,os+1:PRINT b2$(gl):x=s:y=
t:GOSUB  740:gl=po+1:PEN 3:LOCAT
E t,s:PRINT CHR$(210):LOCATE t,s
+1:PRINT CHR$(211)
1270 ot=t:os=s
1280 RETURN
1290 REM *** START ***
1300 DEFINT a-z
1310 ENT 2,100,10,2
1320 ENT 1,25,-8,1
1330 SYMBOL AFTER 200
1340 SYMBOL 200,129,129,129,129,
129,129,129,129
1350 SYMBOL 201,255,0,0,0,0,0,0,
255
1360 SYMBOL 202,224,24,4,2,2,1,1
,129
1370 SYMBOL 203,129,1,1,2,2,4,24
,224
1380 SYMBOL 204,7,24,32,64,64,12
8,128,129
1390 SYMBOL 205,129,128,128,64,6
4,32,24,7
1400 SYMBOL 206,0,0,0,0,0,0,24,2
4
1410 SYMBOL 207,24,24,0,0,0,0,0,
0
```

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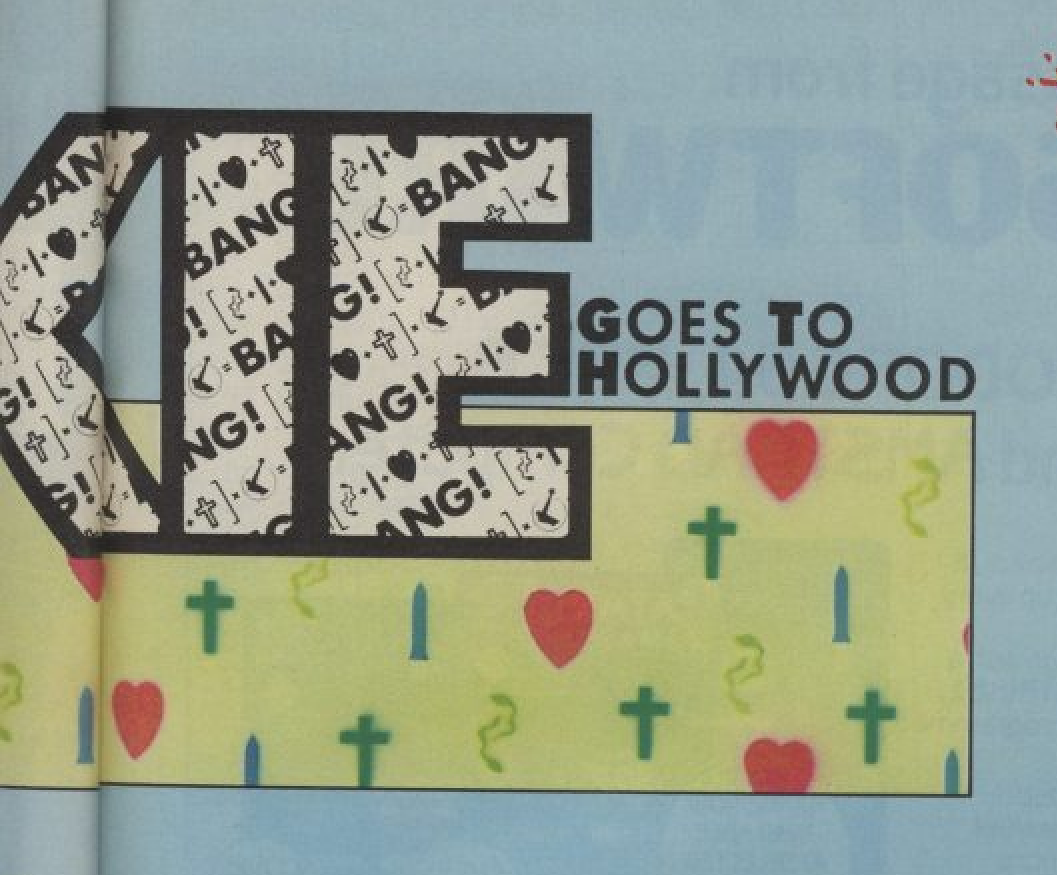
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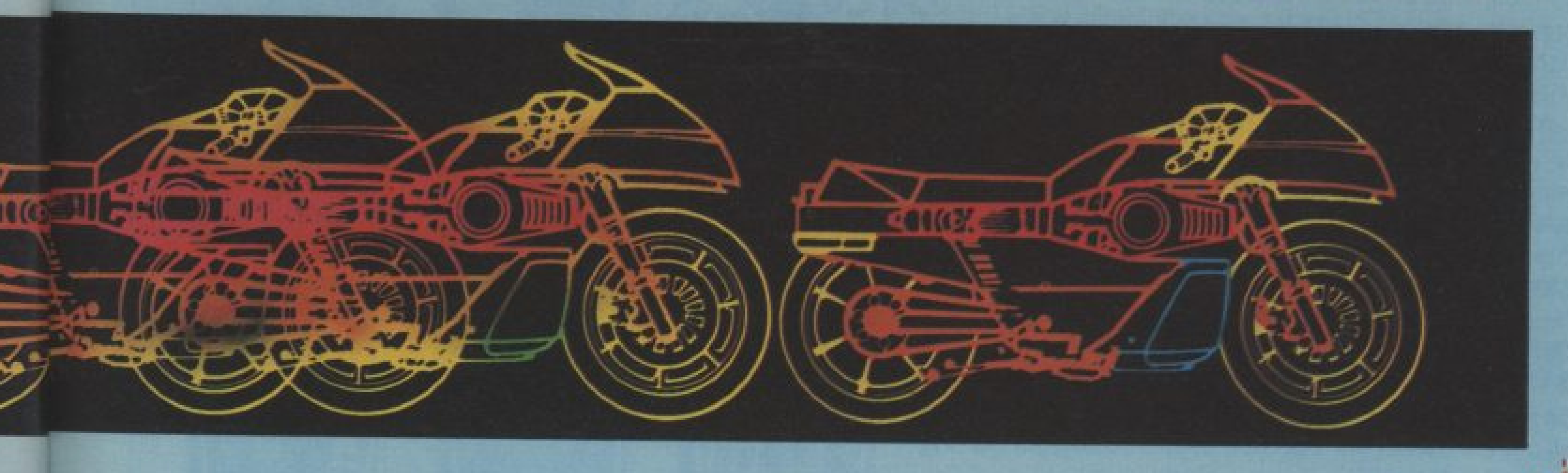
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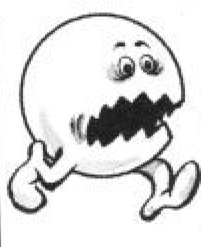
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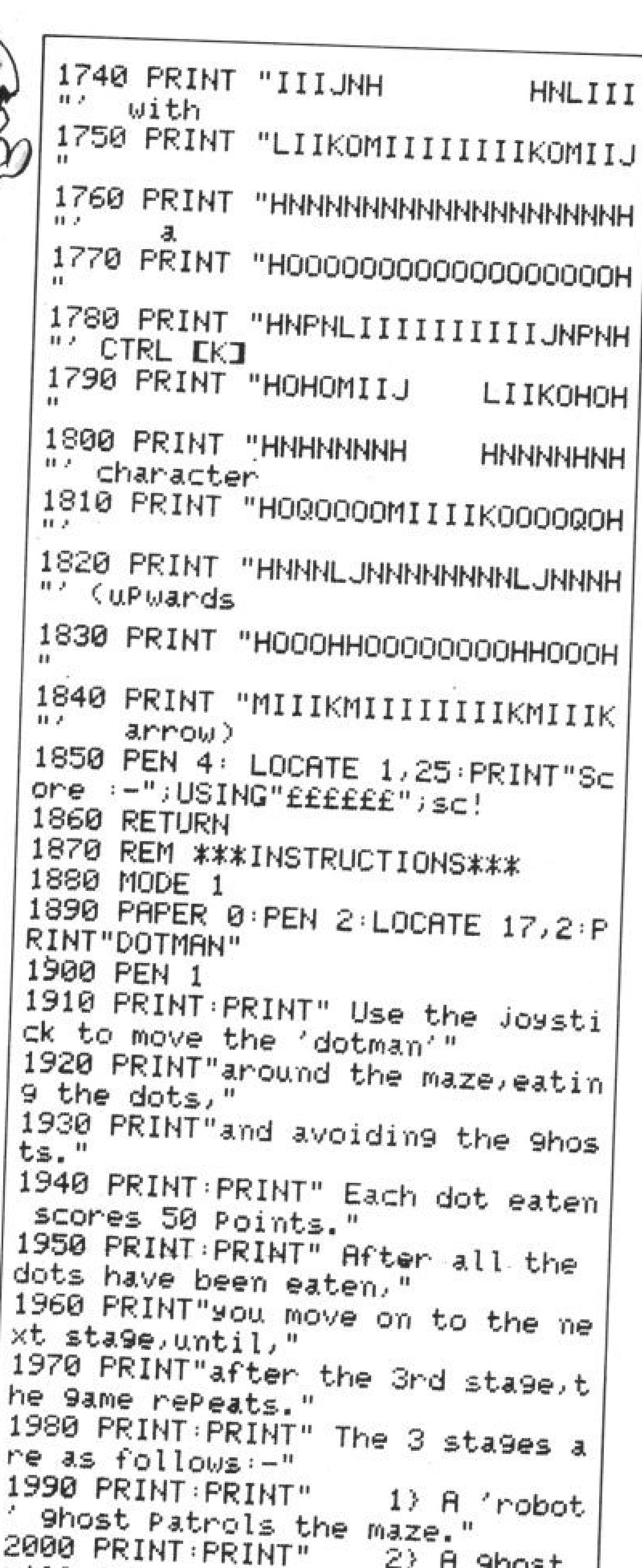

SUPER
TEST


ocean





```
1420 SYMBOL 208,24,36,66,66,129,
129,129,129
1430 SYMBOL 209,129,129,129,129,
66,66,36,24
1440 SYMBOL 210,0,24,60,126,126,
255,219,219
1450 SYMBOL 211,255,255,255,255,
219,73,73,0
1460 SYMBOL 212,0,24,126,126,255
,254,252,248
1470 SYMBOL 213,248,252,254,255,
126,126,24,0
1480 SYMBOL 214,0,24,126,126,255
,255,255,255
1490 SYMBOL 215,255,255,255,255,
126,126,24,0
1500 SYMBOL 216,0,24,126,126,255
,127,63,31
1510 SYMBOL 217,31,63,127,255,12
6,126,24,0
1520 INK 0,0:INK 1,26:INK 2,11,2
5
1530 INK 3,11:INK 4,24
1540 DIM a1$(2),a2$(2),b1$(2),b2
$(2):sc!=0
1550 o!=5150
1560 a1$(1)=CHR$(212):a2$(1)=CHR
$(213):a1$(2)=CHR$(214):a2$(2)=C
HR$(215):b1$(1)=" ":b2$(1)=" ":b
1$(2)="N":b2$(2)="O"
1570 scr=1:liv=3
1580 RETURN
1590 REM *** SCREEN ***
1600 PEN 1:PAPER 0:BORDER 1:MODE
 0
1610 PRINT "LIIIIIIIIJLIIIIIIIIJ
"
1620 PRINT "HNNNNNNNNHHNNNNNNNNH
"' Precede
1630 PRINT "HOOOOOOOOHHOOOOOOOOH
"
1640 PRINT "HNPNLIIJNHHNLIIJNPNH
"'  each
1650 PRINT "HOHOH LKOMKOMJ HOHOH
"
1660 PRINT "HNHNH HNNNNNNH HNHNH
"'  of
1670 PRINT "HOQOMIKOOOOOOMIKOQOH
"
1680 PRINT "HNNNNNNNLIIJNNNNNNNH
"'  these
1690 PRINT "HOOOOOOOH  HOOOOOOOH
"
1700 PRINT "MIIJNLIIK  MIIJNLIIK
"' PRINTS
1710 PRINT "IIIKOH        HOMIII
"
1720 PRINT " NNNNH        HNNNN
"'(1620-1840)
1730 PRINT " OOOOH        HOOOO
"
```



```
1740 PRINT "IIIJNH        HNLIII
"'  with
1750 PRINT "LIIKOMIIIIIIIIKOMIIJ
"
1760 PRINT "HNNNNNNNNNNNNNNNNNNH
"'    a
1770 PRINT "HOOOOOOOOOOOOOOOOOOH
"
1780 PRINT "HNPNLIIIIIIIIIIJNPNH
"' CTRL [K]
1790 PRINT "HOHOMIIJ    LIIKOHOH
"
1800 PRINT "HNHNNNNH    HNNNNHNH
"' character
1810 PRINT "HOQOOOOMIIIIKOOOOQOH
"'
1820 PRINT "HNNNLJNNNNNNNNLJNNNH
"' (upwards
1830 PRINT "HOOOHHOOOOOOOOHHOOOH
"
1840 PRINT "MIIIKMIIIIIIIIKMIIIK
"'    arrow)
1850 PEN 4: LOCATE 1,25:PRINT"Sc
ore :-";USING"££££££";sc!
1860 RETURN
1870 REM ***INSTRUCTIONS***
1880 MODE 1
1890 PAPER 0:PEN 2:LOCATE 17,2:P
RINT"DOTMAN"
1900 PEN 1
1910 PRINT:PRINT" Use the joysti
ck to move the 'dotman'"
1920 PRINT"around the maze,eatin
g the dots,"
1930 PRINT"and avoiding the ghos
ts."
1940 PRINT:PRINT" Each dot eaten
 scores 50 points."
1950 PRINT:PRINT" After all the
dots have been eaten,"
1960 PRINT"you move on to the ne
xt stage,until,"
1970 PRINT"after the 3rd stage,t
he game repeats."
1980 PRINT:PRINT" The 3 stages a
re as follows:-"
1990 PRINT:PRINT"    1) A 'robot
' ghost patrols the maze."
2000 PRINT:PRINT"    2) A ghost
will chase you about the
maze."
2010 PRINT:PRINT"    3) Both gho
sts together."
2020 PEN 0:PAPER 2
2030 LOCATE  7,25:PRINT"HIT THE
SPACE BAR TO START"
2040 WHILE INKEY$<>" ":WEND:PEN
1:PAPER 0
2050 RETURN
2060 SPEED WRITE 1:SAVE "DOTMAN"
:SPEED WRITE 0:SAVE "DOTMAN
```

```
0 CLR:W=INT(RND(1)*50):G=0:SC=0
1 PRINT"":POKE 53281,2:POKE 53280,2
2 PRINT""
3 PRINT""
4 PRINT""
5 PRINT""
6 PRINT""
7 PRINT"                BY MARTYN JOYCE"
8 PRINT""
9 INPUT"HOW MANY GOES";P
10 INPUT"LEVEL(1/2)";LEV
11 GOSUB 4500
25 PRINT"SCORE :";SC
26 PRINT""
27 PRINT""
28 PRINT""
29 PRINT""
30 PRINT"
```

```
41 A=0
45 PRINT"*"
46 PRINT""
47 PRINT""
50 PRINT""
55 IF LEV=2THENW=INT(RND(1)*50)
60 PRINT"WIND FORCE  :"W
61 INPUT"TYPE IN AIM :";A
62 G=G+1:IFG>PTHEN GOTO2050
65 GOSUB 1010:GOSUB2000
1010 POKE 54296,15
1020 POKE 54277,1:POKE 54278,255:POKE54276,129:POKE54273,1:POKE 54272,10
1030 FORI=1TO100:NEXT:FORK=15TO0STEP-5:POKE54296,K:NEXTK:POKE54272,0:POKE54276,0
2000 POKE 1464+A+W+150,102:POKE55736+(A+W+150),0:FORI=1TO1000:NEXT
2005 IF1464+A+W+150=1618THENGOSUB7000:GOSUB12011:GOSUB8000:GOSUB30000:GOSUB29999
2010 GOSUB10000:FORI=1TO1000:NEXT:GOTO 25
2040 PRINT"SCORE :";SC:FORI=1TO1000:NEXT:GOTO11
2050 POKE 53281,0:POKE53280,0:PRINT"
```



RUNS ON A COMMODORE 64

BY MARTYN JOYCE

You have finished your three year training course in the army's finest tank regiment. Today is the final part of your assessment exams and is the final, and hardest, hurdle you have to clear to claim the famous red beret.

Strapped into the gunners' seat, you must destroy a mock up of a small village in central Europe. Your ultimate target is a large house on a hill overlooking the village which has been taken over by enemy troops, and is being used as a permanent headquarters.

Your job is made more difficult by the changing speed of the wind. You must work out the distance of the target and take into account the wind before you fire the shell, because the wind speed and direction can change so rapidly.

There are two levels — in level one there is a constant wind speed and direction and in level two there is a constantly shifting wind speed and direction. The number you enter into the guidance computer of your gun can be positive or negative.

```
YOU SCORED :";SC
2060 PRINT"ANOTHER GO?"
2070 GET K$:IFK$=""THEN 2070
2080 IFK$="Y"THEN RUN
2090 IFK$<>"N"THEN END
3007 PRINT"":POKEV+4,150:POKEV+5,119:FO
RI=1TO100:NEXT:POKE 53280,INT(RND(1)*15)
3008 POKE 53281,INT(RND(1)*15)
4000 GETA$:IFA$=""THEN3007
4010 IFA$<>""THEN CLR:RUN
4500 PRINT""
4501 V=53248:POKEV+21,4:POKE2042,13
4502 FORN=0TO62:READQ:POKE832+N,Q:NEXT
4503 POKEV+4,24:POKEV+5,188
4504 POKE V+23,4:POKEV+29,4:POKEV+41,12
5000 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
,0,2,0,0,4,0,0,8,0,0,16,0,0,32,0,30,64
5001 DATA 3,255,128,3,255,128,124,126,8,
127,255,252,64,0,2,43,109,148,19
5002 DATA109,136,15,255,240,0,0,0,0,0,0
5100 RETURN
7000 Z=24:X=188
7001 FORI=1TO150STEP.5:POKEV+4,Z+I:NEXT
7002 POKEV+4,Z:POKEV+5,X:POKEV+41,12:RET
URN
8000 POKE 53281,1:POKE 52180,1:POKE53281
,2:POKE53280,2
```

```
9000 POKE54296,15:POKE54276,0:POKE54276,
129:FORI=1TO10STEP.2:POKE54273,I:NEXT:
9001 FORI=30TO0STEP-.5:POKE54273,I:NEXT
9002 FORI=1TO300:NEXT:POKE54273,0
9003 RETURN
10000 POKE 1464+A+W+150,32:RETURN
12011 PRINT"\ |/"
12020 PRINT"\||/\\|//"
12021 PRINT"\\| |//"
12030 SC=SC+10:RETURN
12500 REM **********************
12505 REM **********************
12506 REM **                  **
12510 REM **  T A N X   6 4   **
12511 REM **                  **
12520 REM ** BY MARTYN JOYCE  **
12530 REM **                  **
12540 REM **********************
12545 REM **********************
12600 END
29999 POKE 54296,15
30000 POKE54276,33:FORI=0TO255STEP10:FOR
T=0TO100:POKE54273,I:NEXTI
30001 POKE 54296,0:POKE54273,0:RETURN
```

SHIT



TANX 64

THE HOBBIT CONTEST



The Hobbit is a classic book — and a classic Adventure game! Philip Mitchell's computerised version of Tolkien's fantasy has become the standard for other graphic Adventures to reach since its release a couple of years ago.

Now the game is available for most popular home computers — and our mates at Melbourne House have offered us 50 copies of the game for the winners of our grand *Hobbit* competition. Not only do you get the game but also a copy of the paperback *Hobbit* book complete with Tolkien's own illustrations. Not bad eh?

Disc versions of the game for the Beeb and CBM 64 are now available — and both have a few new tweaks added. There are also new versions for MSX and Amstrad as well as cassette-based games for the BBC, CBM 64, Spectrum, and Oric/Atmos.

How do you get your hands on one? Just answer Bilbo's questions below, fill in the coupon and rush it to *Computer & Video Games*, Hobbit Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Closing date for the competition is May 16th, normal *C&VG* rules aply and the editor's decision is final. As usual!

BILBO'S QUESTIONS

1. Name three of the dwarves who set out on the Adventure to the Lonely Mountain with Bilbo.

2. What creatures did Bilbo and the dwarves get tangled up with while travelling through Mirkwood?

3. What did Bilbo find in the goblin's tunnels and what powers did this object have?

4. What is the name of Bilbo's nephew and main character in Lord of the Rings, the epic sequel to *The Hobbit?*

_C&VG_/MELBOURNE HOUSE HOBBIT COMPETITION.

My answers are:

1.......................................

2.......................................

3.......................................

4.......................................

Name....................................

Address.................................

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Computer I own: CBM 64, Spectrum, BBC, MSX, Oric/Atmos, Amstrad.

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Morag the Shapeshifter has siezed the Crown of Dumnovia and is out to find the other four crowns that make up the Kingdom of Britain. The five crowns were struck from the legendary Dragontorc of Avalon in the distant past, and if brought together again will allow the keeper fantastic power. Morag interlds to control this Torc of Power and subject Saxon Britain to decades of tyranny. However, you can take the role of Maroc and Mage, seek out the remaining crowns, combat Morag and release your old tutor Merlyn from her evil spell.

On your travels through the strife torn kingdoms you can develop magical powers to help you understand and master the mysteries of landmarks like the Giant Ring of Stones, and the Secret Crypts.

The leylines, which can be plotted on the accompanying map, will be your main route to the crowns.

And for the first time in any adventure game you'll encounter Sensory Animation! This programming break-through has given lifelike emotions to the multitude of characters in the game – cross them too often and any chance you have of beating Morag to the crowns may be dashed forever.

Add to this a FREE map and scenario full of clues, hundreds of locations, all in 3D, over 200 different discoveries to make, and you have a stunning adventure it could take you a lifetime to complete!

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64

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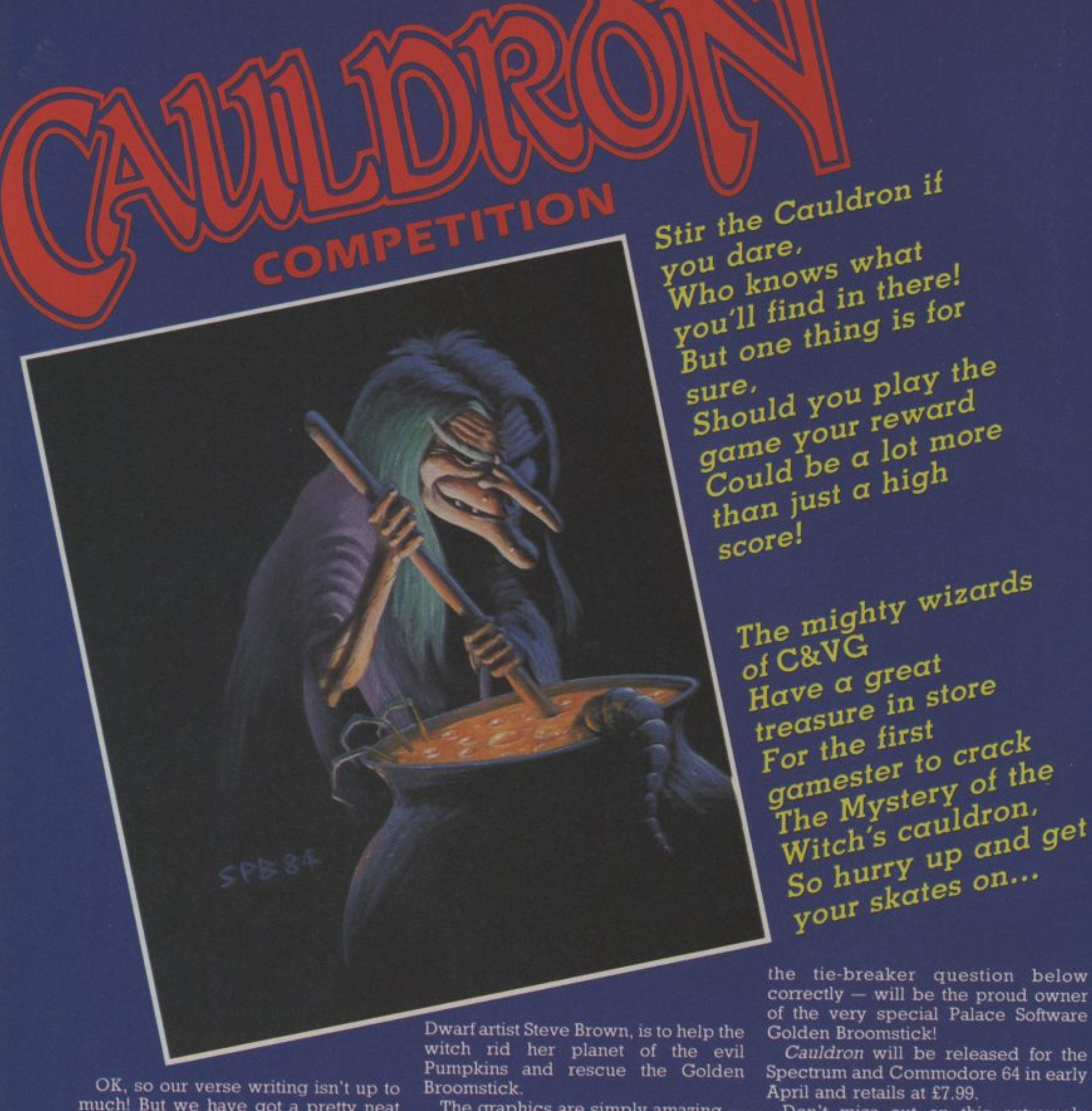
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CAULDRON COMPETITION



Stir the Cauldron if you dare,
Who knows what you'll find in there!
But one thing is for sure,
Should you play the game your reward
Could be a lot more than just a high score!

The mighty wizards of C&VG
Have a great treasure in store
For the first gamester to crack
The Mystery of the Witch's cauldron,
So hurry up and get your skates on...

OK, so our verse writing isn't up to much! But we have got a pretty neat prize on offer for the first person to complete Palace Software's latest and greatest game, called *Cauldron*.

Together with **Palace Software,** *Computer & Video Games* is proud to announce the greatest **Golden Broomstick Competition!**

Yes, the first person to complete *Cauldron* and contact *Computer & Video Games* with the proof of their success will soon be the proud owner of the very same Golden Broomstick which is the object of the witch's quest in the game.

We revealed exclusive information about this great new game for the Commodore 64 and Spectrum last issue. The basic idea of the game, programmed by Richard *"Evil Dead"* Leinfellner and designed by White Dwarf artist Steve Brown, is to help the witch rid her planet of the evil Pumpkins and rescue the Golden Broomstick.

The graphics are simply amazing — we can guarantee that you've not seen anything like them on the 64! Our screen shots just don't do the game justice.

The action takes place on, around and within a planet — a self-contained "world" packed with nasties and hazards. Your witch can actually fly around her planet — crossing oceans, forests and islands before venturing beneath the surface to do battle with the Pumpkins.

Cauldron really is a mega-arcade Adventure — not to be missed by adventurers and zappers alike.

To win the mighty Golden Broomstick, all you have to do is get a copy of the game — complete it and bash out a map of the game. The first person to get us a map — and answer the tie-breaker question below correctly — will be the proud owner of the very special Palace Software Golden Broomstick!

Cauldron will be released for the Spectrum and Commodore 64 in early April and retails at £7.99.

Don't miss out on this extremely exclusive prize. Rush out and grab a copy of *Cauldron* now. You know it makes sense . . .

C&VG/PALACE SOFTWARE
CAULDRON COMPETITION

(Please attach this coupon to your entry)

Name..

Address..

....

....

Tie-breaker quiz:
What is the name of the Russian witch who has a house built on stilts made out of chicken-legs?

....

PYRA
OF AA

On an archaeological expedition in North Africa you were separated from the rest of your party by a huge sand storm. After several days of stumbling through the desert on the point of dying of thirst, you found a small oasis and, after drinking as much as you could, you slumped to the ground in a deep sleep.

The dust cloud had cleared when you woke and you are now facing three enormous pyramids. These pyramids are, as you have recognized from your training, the lost Pyramids of Aaron. No one has seen them for over four thousand years and legends circulate through the whole of North Africa that one of these three pyramids contains the Aaron diamond, a perfect gem the size of a child's head.

Fame and fortune will be yours if you can search each of the pyramids in turn and recover the diamond.

Unfortunately, the pyramids contain many devious traps and you will have to use your ingenuity to survive.

Full instructions are included in the listing.

RUNS ON A 48K SPECTRUM

BY RICHARD EVANS

```
  10 PAPER 0: INK 0: BORDER 0: C
LS
  15 PRINT AT 21,0; INK 7;"WELCO
ME TO THE PYRAMIDS OF AARON"
  20 FOR f=-80 TO 80: PLOT 150,1
75: DRAW f,-150+(20 AND f=-80):
PLOT 40,150: DRAW f/2,-65+(10 AN
D f=-80): PLOT 200,160: DRAW f/3
,-50+(15 AND f=-80): LET f=f+(30
 AND f=-80): NEXT f
  25 PRINT AT 21,0; INK 6;"A GAM
E OF SKILL, DEXTERITY AND.."
  30 RESTORE 31: FOR f=15 TO 0 S
TEP -1: CIRCLE 15,160,f: CIRCLE
16,160,f: NEXT f: FOR f=1 TO 5:
READ a,b,c,d: PLOT a,b: DRAW c,d
: NEXT f
  31 DATA 220,120,35,0,0,120,17,
0,60,120,55,0,70,45,30,-20,0,95,
15,-10
  33 GO SUB 8000
  35 PRINT AT 21,0; INK 5;"INGIN
UETY.PRESS ANY KEY TO BEGIN"
  40 FOR f=0 TO 6: PRINT INK 8;
OVER 1;AT f,0; PAPER 5,,: NEXT f
: FOR f=7 TO 20: PRINT AT f,0; P
APER 6; OVER 1,,: NEXT f: FOR f=
0 TO 3: PRINT OVER 1;AT f,0; INK
 6; PAPER 5;"   ": NEXT f
  45 BORDER 2: INPUT "": PAUSE 1
: PAUSE 0: BEEP .1,10: INK 7
  50 FOR f=18 TO 14 STEP -1: PRI
NT AT f,19; PAPER 6;"   ": BEEP
.1,10: NEXT f
  55 PAUSE 100
  56 PRINT AT 21,0;"DO YOU REQUI
RE INSTRUCTIONS(y/n)"
  57 IF INKEY$="y" OR INKEY$="Y"
 THEN GO SUB 9900: GO TO 60
  58 IF INKEY$<>"n" AND INKEY$<>
"N" THEN GO TO 57
  60 BRIGHT 0: BORDER 4: PAPER 4
: INK 0: CLS
  65 LET x=1: LET y=0
  70 LET l$="DEFDEFDEFD": LET li
=5: LET lev=1: LET llev=1: LET s
c=0
  80 LET y=0
  81 LET fall=0
  82 LET dif=.2
  83 LET p=0
  90 CLS : GO SUB 8990+lev*10
  95 PRINT AT x,y;"D": RESTORE 9
6: FOR f=1 TO 7: READ a,b: BEEP
a/10,b: NEXT f
  96 DATA 1,0,2,2,1,0,2,-3,2,-5,
4,-7,1,5
 100 LET time=time-dif: LET n$=I
NKEY$
 101 IF time<=0 THEN GO TO 5000:
 GO TO 80
 102 PRINT #0;AT 0,0;"TIME LEFT:
";INT time,"SCORE: ";sc;AT 1,10;"
LIVES: ";(l$( TO li)): LET l$=l$(
10)+l$( TO 9)
```

Illustration: Steven Bramble

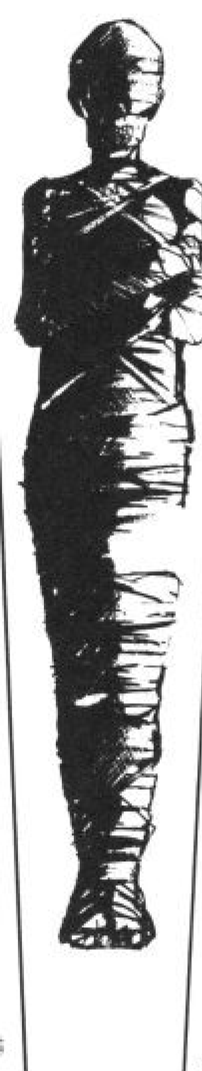
AMIDS
ARON



```
 110 PRINT AT x,y;" ": LET x1=x:
 LET y1=y: LET y=y+(n$="8")-(n$=
"5" AND y>0): IF ATTR (x,y)=8 TH
EN LET x=x1: LET y=y1
 111 IF y=32 OR (y=31 AND n$="8"
 AND ATTR (x,y)=32) THEN LET lev
=lev+1: LET sc=INT (sc+(llev*tim
e)): LET llev=llev+1: GO TO 80
 114 IF ATTR (x+1,y)<>8 THEN GO
TO 120
 115 IF n$="9" THEN GO SUB 6000
 116 IF n$="4" THEN GO SUB 6100
 120 LET a=ATTR (x,y): LET a1=AT
TR (x+1,y)
 130 IF a<>32 THEN GO SUB 2000
 131 IF a1=22 THEN GO TO 5000
 140 PRINT AT x,y;("D" AND p);("
A" AND NOT p): LET p=NOT p
 145 IF fall>10 THEN GO TO 5000
 150 IF a1=32 THEN LET fall=fall
+1: BEEP .01,20: PRINT AT x,y;"
": LET x=x+1: GO TO 100
 200 BEEP .01,10: LET fall=0: GO
 TO 100
2000 IF a=8 THEN LET a1=8: LET x
=x1: LET y=y1: RETURN
2001 IF a=208 THEN GO TO 5000
2002 IF a=22 THEN GO TO 5000
2100 PRINT a: STOP
5000 BRIGHT 1: FOR f=1 TO 20: BE
EP .03,0: PRINT AT x,y;"D": BEEP
 .03,4: PRINT AT x,y;"E": BEEP .
03,7: PRINT AT x,y;"A": BEEP .03
,10: PRINT AT x,y;"F": NEXT f: B
RIGHT 0
5010 PRINT AT x,y;" ": FOR f=30
TO 10 STEP -1: BEEP .01,f: NEXT
f
5020 LET li=li-1: IF li=0 THEN G
O TO 5040
5030 FOR f=0 TO 10 STEP .3: BEEP
 .01,f: NEXT f: GO TO 80
5040 FOR f=0 TO 4 STEP .1: BORDE
R f: BEEP .03,-f*10: NEXT f
5050 CLS : LET b$=" THE PYRAMID
 HAS BEATEN YOU.. "
5060 FOR f=1 TO 100: BEEP .01,RN
D*10+30: LET g=INT (RND*32)+1: P
RINT AT 10,g-1; INVERSE 1;b$(g):
 NEXT f
5070 PRINT AT 10,0; INVERSE 1;b$
5080 PRINT AT 12,2; INVERSE 1;"Y
OU SCORED ";sc;" POINTS"
5090 PRINT AT 21,0;"PRESS ANY KE
Y TO START AGAIN....": PAUSE 1:
PAUSE 0: GO TO 60
6000 LET yd=1: LET b$="F": GO TO
 6300
6100 LET yd=-1: LET b$="E": GO T
O 6300
6300 LET fall=0: PRINT AT x,y;"D
": BEEP .01,20: RESTORE 6390: FO
R j=1 TO 5: LET time=time-.5: PR
INT AT x,y;" ": LET x1=x: LET y1
=y: READ xx,yy: IF x+xx<0 OR y+y
y>31 OR y+yy<0 THEN RETURN
6301 IF ATTR (x+xx,y+yy)<>32 THE
N LET x=x+xx: LET y=y+yy: RETURN

6310 LET x=x+xx: LET y=y+yy: PRI
NT AT x,y;b$
6320 BEEP .01,j*j: NEXT j: RETUR
N
6390 DATA -1,0,-1,0,-1,yd,0,yd,1
,yd,1,0,1,0
8000 RESTORE 8001: FOR f=0 TO 63
: READ a: POKE USR "a"+f,a: NEXT
 f: RETURN
8001 DATA BIN 11000,a,BIN 100100
00,BIN 1111100,BIN 11011,BIN 110
00,BIN 100100,BIN 1000010
8002 DATA 255,170,85,170,85,170,
85,255
8003 DATA BIN 100,BIN 1001010,BI
N 1101001,BIN 1010001,BIN 100000
1,BIN 10010011,BIN 10011010,BIN
10101010
8004 DATA BIN 11000,a,BIN 1001,B
IN 111110,BIN 11011000,BIN 11000
,BIN 100100,BIN 1000010
```

```
8005 DATA BIN 1011000,BIN 101100
0,BIN 101000,BIN 11110,BIN 11110
01,BIN 10001000,BIN 100,BIN 10
8006 DATA BIN 11010,a,BIN 10100,
BIN 1111000,BIN 10011110,BIN 100
01,BIN 100000,BIN 1000000
8007 DATA 0,0,0,BIN 11000,a,0,0,
0
8008 DATA BIN 10000,BIN 101000,B
IN 1100101,BIN 10000110,BIN 1101
000,BIN 10000,a,a
9000 LET time=55: LET x=1: FOR f
=2 TO 19 STEP 2: FOR n=0 TO 1: P
RINT AT n+f,0; INK 0; PAPER 1;"B
BBBBBBBBBBBBBB"( TO f/2+7);AT
n+f,26-f/2;"BBBBBBBBBBBBBB": NE
XT n: NEXT f
9001 FOR f=0 TO 31 STEP 3: PRINT
 PAPER 2; INK 6;AT 0,f;"C": NEXT
 f
9002 PRINT AT 20,0; INK 6; PAPER
 2;"CCCCCCCCCCCCCCCCCCCCCCCCCCCC
CCCC"
9009 RETURN
9010 LET time=58: LET x=1: FOR f
=2 TO 21: PRINT AT f,0; PAPER 1;
 INK 0;"BBBBBBBBBBBBBBBBBBBBBBBB
BBBBBBBB": NEXT f
9011 LET x2=9: LET y2=0: LET yd=
1: FOR n=1 TO 10: RESTORE 6390:
FOR f=1 TO 4: READ xx,yy: LET x2
=x2+xx: LET y2=y2+yy: PRINT AT x
2,y2;"  ";AT x2+1,y2;"  ";AT x2+
2,y2+INT (RND*2); INK 6; PAPER 2
;("C" AND f=2): NEXT f: LET x2=x
2+4: LET y2=y2+1: NEXT n
9012 FOR f=1 TO 7: PRINT AT f,0;
"  ": NEXT f
9013 PRINT AT 17,30;"  ";AT 18,3
0;"  "
9019 RETURN
9020 LET time=110: LET x=19: FOR
 f=10 TO 20 STEP 5: PRINT AT f,2
; INK 0; PAPER 1;"BBBBBBBBBBBBBB
BBBBBBBBBBBBB": NEXT f
9021 FOR f=3 TO 21: PRINT AT f,3
1; INK 0; PAPER 1;"B": NEXT f
9022 FOR f=1 TO 7: PRINT AT (RND
*14)+7,INT (RND*17)+5; INK 6; PA
PER 2;"C": NEXT f
9023 PRINT AT 21,0; INK 6; PAPER
 2;"CCCCCCCCCCCCCCCCCCCCCCCCCCCC
CCCC"
9024 PRINT AT 20,0; INK 0; PAPER
 1;"B";AT 7,9;"BBB";AT 4,21;"BBB
BBBBBBB";AT 5,10;"BBBBBBBBB";AT
12,0;"B";AT 17,30;"B"
9029 RETURN
9030 LET time=97: LET x=0: PRINT
 AT 1,0; INK 0; PAPER 1;"BBBBBBB
BBBBBBBBBBBBBBBBBBBBBBBBB": FOR
f=2 TO 18: PRINT AT f,0; INK 6;
PAPER 2;"CCCCCCCCCCCCCCCCCCCCCCC
CCCCCCCCC": NEXT f: FOR f=19 TO
21: PRINT AT f,0; INK 0; PAPER 1
;"BBBBBBBBBBBBBBBBBBBBBBBBBBBBBB
BB": NEXT f
9031 FOR f=1 TO 10: PRINT AT f,1
5+f;"  ": NEXT f: FOR f=11 TO 17
: PRINT AT f,36-f;"  ": NEXT f:
FOR f=17 TO 10 STEP -1: PRINT AT
 f,f;"  ": NEXT f: FOR f=10 TO 1
8: PRINT AT f,9;"  ": NEXT f
9033 PRINT AT 19,9;"            
  ";AT 20,22;"  "
9034 FOR f=17 TO 19: PRINT AT f,
25;"  ": NEXT f: PRINT AT 19,2
9;"  ": PRINT INK 6; PAPER 2;AT 1
8,26;"CC";AT 19,26;"CC";AT 20,26
;"CCC"
9035 PRINT INK 0; PAPER 1;AT 8,2
2;"B";AT 12,26;"B";AT 18,17;"BBB
B": FOR f=18 TO 11 STEP -1: PRIN
T AT f,f-1; INK 0; PAPER 1;"B";A
T f-2,f;"B": NEXT f
```



```
9039 RETURN
9040 LET time=105: LET x=19: FOR
 f=0 TO 20: PRINT AT f,0; INK 0;
 PAPER 1;"BBBBBBBBBBBBBBBBBBBBBBB"
;AT F,31;"B": PRINT AT f,5;"
";AT f,20;"          ": NEXT f
9041 FOR f=17 TO 3 STEP -6: PRIN
T AT f,8; INK 0; PAPER 1;"BB";AT
 f+3,5;"BB": NEXT f
9042 FOR f=4 TO 17: PRINT AT f,1
1; INK 6; PAPER 2;"CCCCCCCC": NE
XT f
9043 FOR f=2 TO 10: PRINT AT f,1
2;"  ": NEXT f: PRINT AT 11,12;"
  ";AT 12,12; INK 0; PAPER 1;"BB
B": FOR f=2 TO 8: PRINT AT f+9,1
7-ABS (5.5-f);"  ": NEXT f: PRIN
T AT 18,15;"  ";AT 19,15;"     "
9044 FOR f=20 TO 12 STEP -1: PRI
NT AT f,40-f; INK 0; PAPER 1;"BB
": NEXT f: PRINT INK 0; PAPER 1;
AT 10,26;"B";AT 8,29;"B";AT 6,26
;"B";AT 4,29;"B"
9047 PRINT AT 21,0; INK 6; PAPER
 2;"CCCCCCCCCCCCCCCCCCCCCCCCCCCC
CCCC"
9048 PRINT AT 0,31;"  ";AT 1,10;"
  ";AT 19,0;"         ";AT 4,1;"  
  ";AT 3,1;"  ";AT 2,1;"  ";AT 1,1;
"     ";AT 5,9;"  "; INK 0; PAPER
 1;AT 5,5;"B";AT 3,5;"B"
9049 RETURN
9050 LET time=43: LET x=0: FOR f
=0 TO 28 STEP 2: LET f=f+(RND>.5
 AND f<>0): FOR n=f/2+4 TO 20 ST
EP 4: PRINT INK 0; PAPER 1;AT n,
f;"B": NEXT n: NEXT f
9051 PRINT AT 19,28; PAPER 1; IN
K 0;"BBBB"
9052 PRINT AT 20,0; INK 6; PAPER
 2;"CCCCCCCCCCCCCCCCCCCCCCCCCCCC
CCCC"
9059 RETURN
9060 LET time=87: LET x=17: FOR
f=20 TO 2 STEP -1: PRINT AT 23-f
,f; INK 0; PAPER 1;"B": NEXT f
9061 FOR f=1 TO 18: PRINT INK 6;
 PAPER 2;AT f,28-f;"CCCCCCCCCCCC
CCCCCCCCCCCCCCCCCCC"( TO f+4):
NEXT f
9063 FOR f=15 TO 18: PRINT AT f,
f+12;"  ": NEXT f: PRINT AT 13,2
4;"  ";AT 14,24;"         ";AT 18,14;
"  ";AT 17,14;"  ";AT 16,14;"  "
: FOR f=16 TO 13 STEP -1: PRINT
AT f,20;"       ";AT f,17;"  ";: NEX
T f: PRINT "  ";
9064 PRINT AT 10,15; INK 0; PAPE
R 1;"B";AT 19,8;"B";AT 20,10;"BB
BBB";AT 17,16;"BB";AT 17,21;"B";
AT 15,24;"BBB"
9068 PRINT AT 21,0; INK 6; PAPER
 2;"CCCCCCCCCCCCCCCCCCCCCCCCCCCC
CCCC"
9069 RETURN
9070 LET time=150: FOR f=11 TO 1
7 STEP 6: PRINT INK 6; PAPER 2;A
T f,0;"CC";AT f+3,2;"CC": NEXT f
9071 PRINT AT 21,0; INK 6; PAPER
 2;"CCCCCCCCCCCCCCCCCCCCCCCCCCCC
CCCC"
9072 FOR f=3 TO 31 STEP 3: PRINT
 AT 20,f; INK 0; PAPER 1;"B": LE
T f=f+INT (RND*3): NEXT f
9073 FOR f=1 TO 21: PRINT AT f,3
1; INK 0; PAPER 1;"B": NEXT f
9074 FOR f=4 TO 17 STEP 4: PRINT
 INK 0; PAPER 1;AT f,27;"B";AT f
+2,30;"B": NEXT f
9075 PRINT AT 1,3; INK 0; PAPER
1;"BBBBBBBB";AT 1,16;"BBBBBBBBBB
BBBBBB"
```

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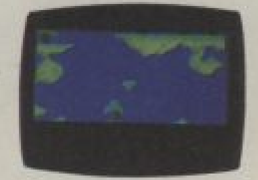
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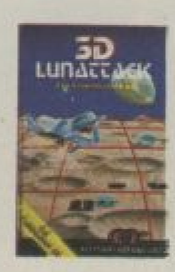
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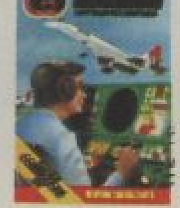
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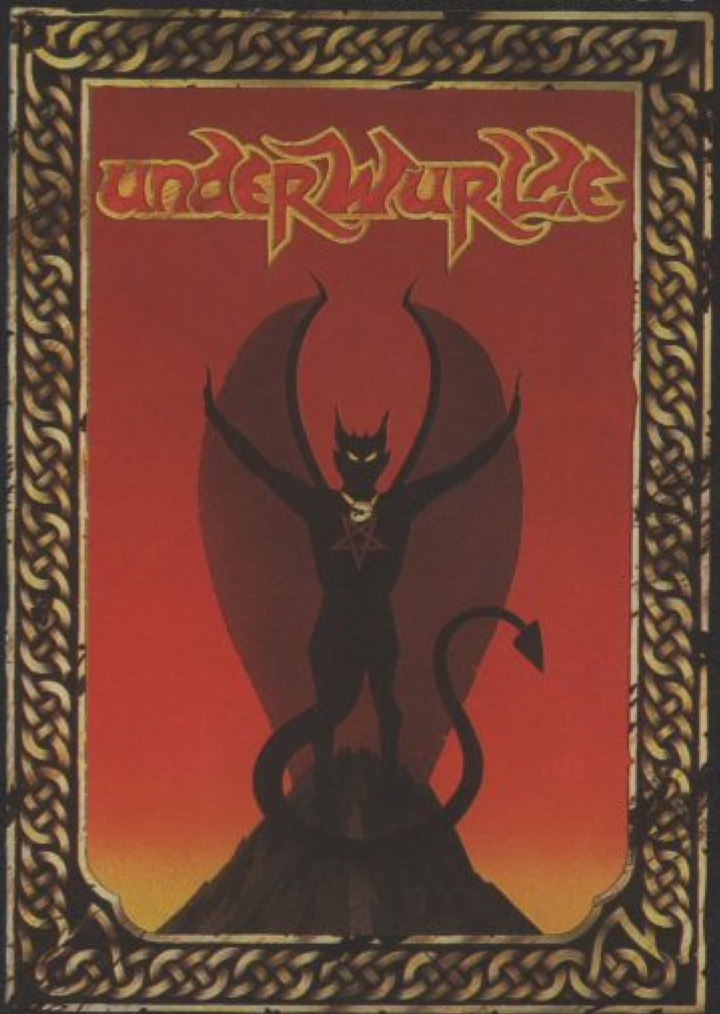
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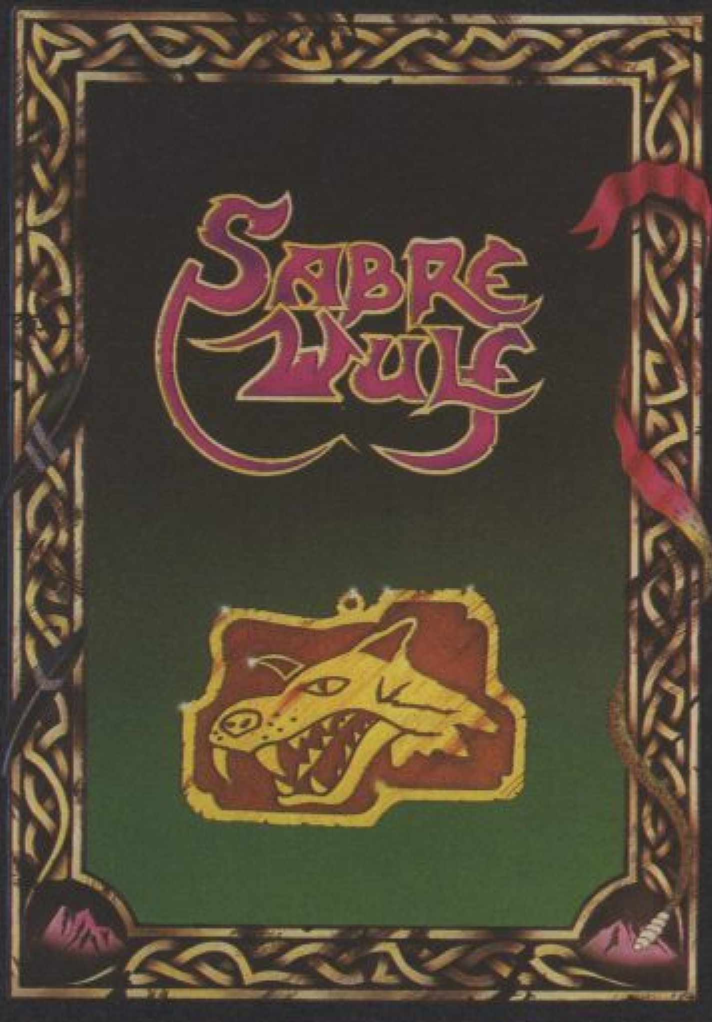
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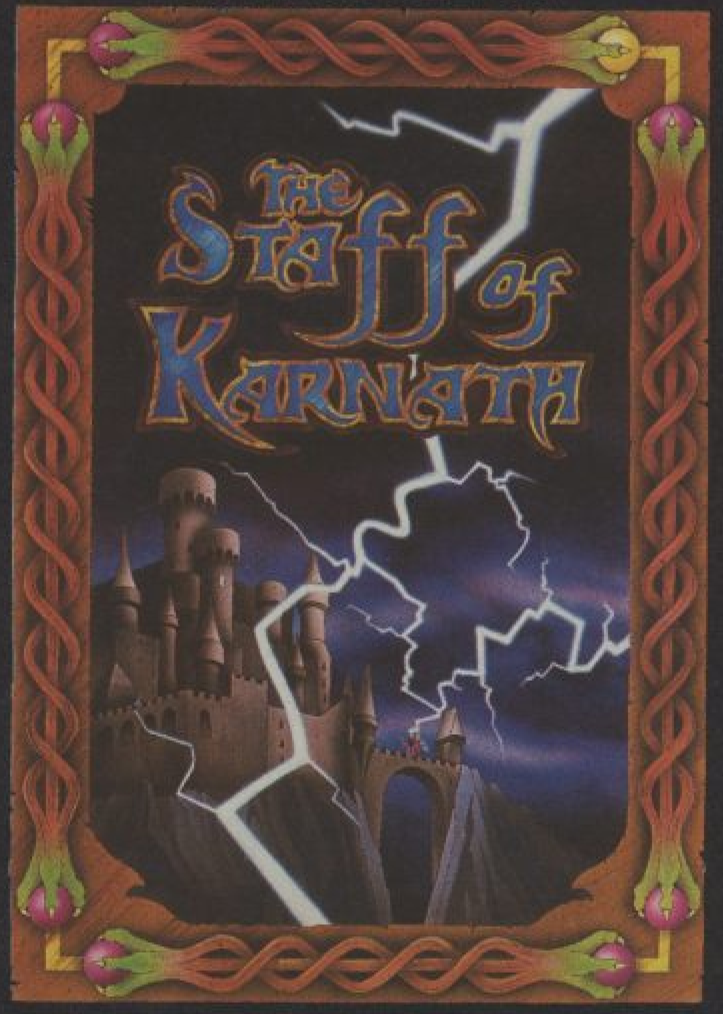
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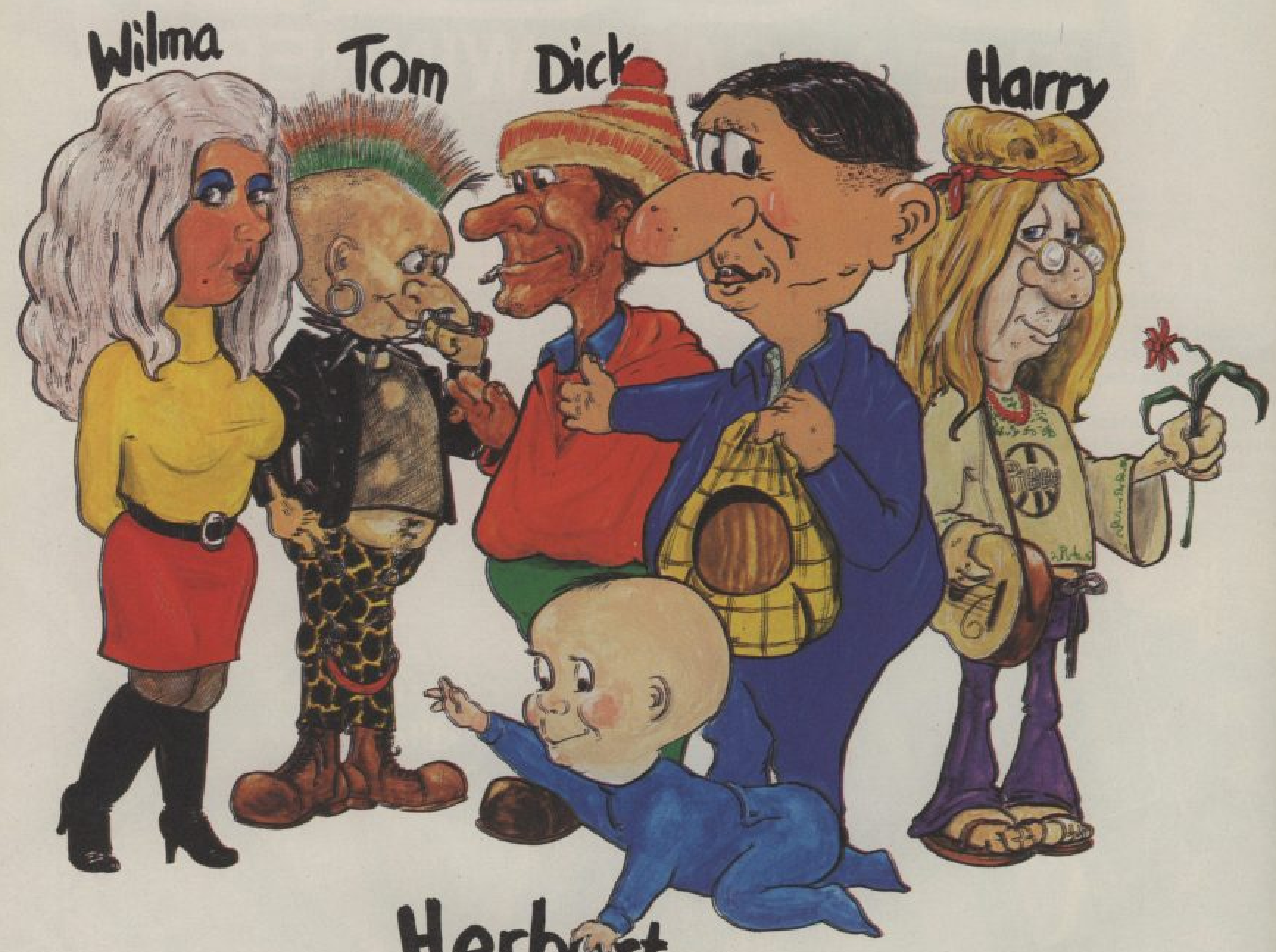


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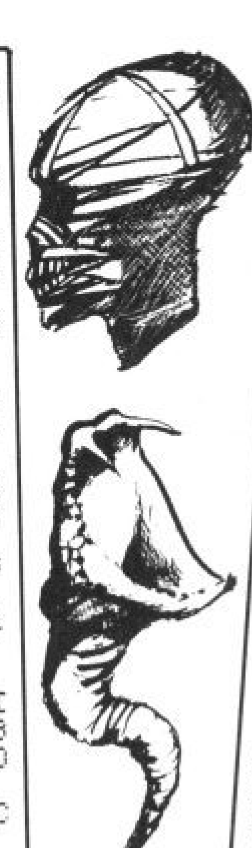
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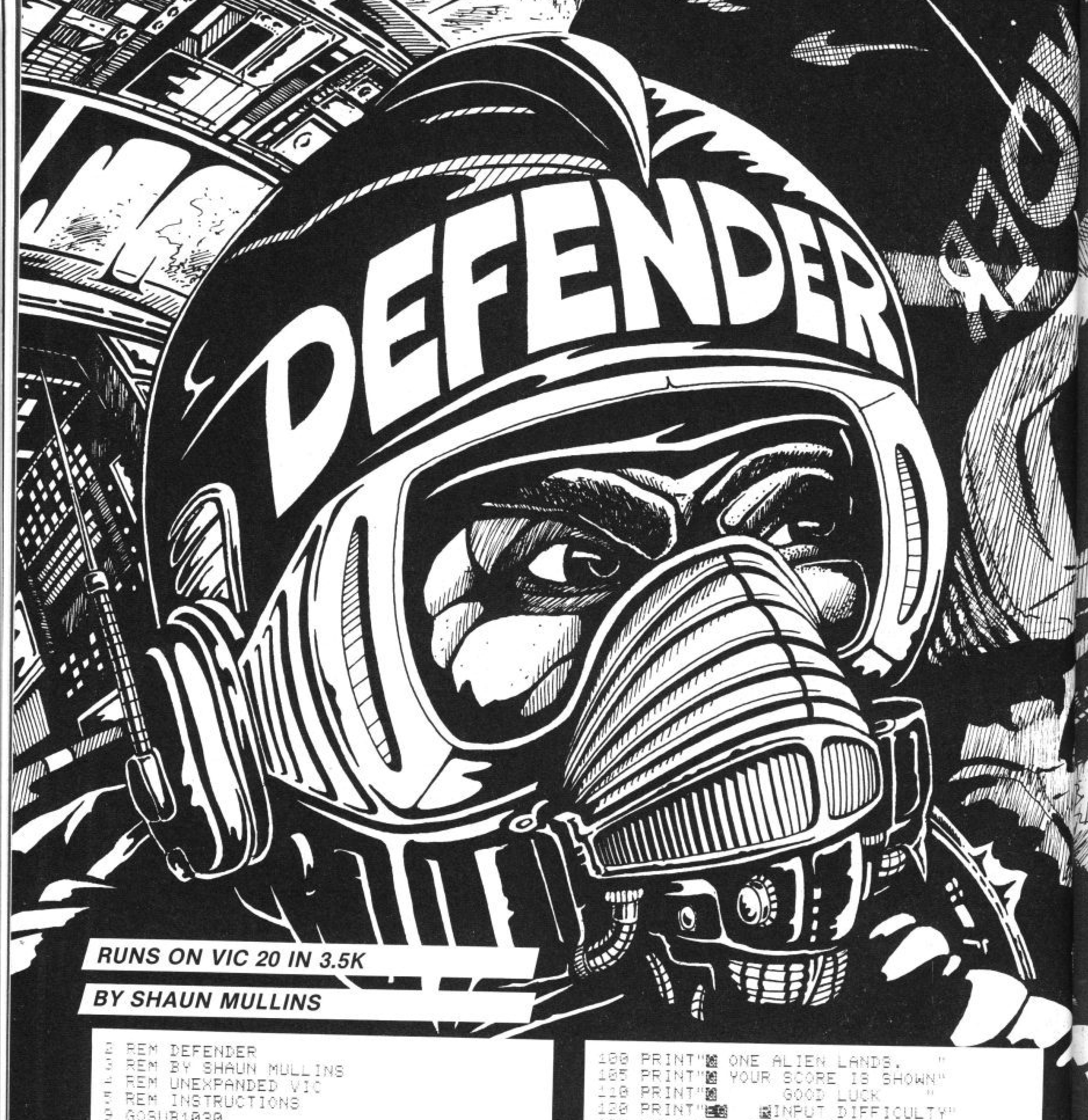
MIKRO-GEN

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```
9076 PRINT INK 0; PAPER 1;AT 6,1
2;"B";AT 4,15;"B";AT 14,16;"B";A
T 12,13;"B";AT 10,10;"B";AT 8,7;
"B";AT 6,4;"B";AT 4,1;"B"
9077 FOR f=5 TO 18: PRINT AT f,3
; INK 6; PAPER 2;"C": NEXT f
9078 FOR f=4 TO 14: PRINT AT f,2
6; INK 0; PAPER 1;"B": NEXT f: L
ET x=4: PRINT INK 0; PAPER 1;AT
10,0;"B";AT 20,0;"BBBBB";AT 20,2
7;"BBBBB"
9079 RETURN
9080 LET time=43: LET x=0: FOR f
=0 TO 69: PRINT "        "; INK
 0; PAPER 1;"B";: NEXT f
9081 PRINT AT 21,0; INK 6; PAPER
 2;"CCCCCCCCCCCCCCCCCCCCCCCCCCCC
CCCC"
9082 FOR f=0 TO 21: PRINT AT f,3
1; INK 6; PAPER 2;"C": NEXT f
9083 PRINT AT 16,31;" ";AT 17,31
; INK 0; PAPER 1;"B"
9089 RETURN
9090 LET time=126: LET x=17: PRI
NT AT 1,0; INK 0; PAPER 1;"BBBBB
BBBBBBBBBBBBBBBBBBBBBBBBBBB": FO
R f=2 TO 21: PRINT INK 6; PAPER
2;AT f,0;"CCCCCCCCCCCCCCCCCCCCCC
CCCCCCCCCC": NEXT f
9091 PRINT AT 18,0; INK 0; PAPER
 1;"B";AT 18,5;"B";AT 18,9;"B";A
T 18,12;"B";AT 18,14;"B";AT 19,1
5;"B";AT 20,16;"BBBBBB";AT 20,23
;"BBB"
9092 PRINT AT 17,0;" ";AT 16,0;"
 ";AT 15,0;" ";AT 14,0;"    ";AT
 15,2;"  ";AT 16,3;"    ";AT 17,4
;"  ";AT 15,5;" ";AT 14,5;"
    ";AT 15,8;"   ";AT 16,8;"
";AT 17,9;" ";AT 15,12;" ";AT 16
,12;" ";AT 17,12;" "
9093 PRINT AT 8,20;" ";AT 7,20;"
    ";AT 8,23;"          ";AT 9,2
3;"          ";AT 12,16;"  ";AT
15 15;" " AT 16,14;"   ";AT 17,14
;" ";AT 18,14;"  ";AT 19,15;"
 "
9094 FOR f=10 TO 19: PRINT AT f,
19;"           ": NEXT f
9095 PRINT INK 0; PAPER 1;AT 13,
16;"BB";AT 10,24;"BBBBBBBB";AT 1
5,20;"B";AT 14,20;"B";AT 13,20;"
B";AT 12,20;"B";AT 11,20;"B";AT
18,22;"B";AT 16,25;"B";AT 16,19;
"BB";AT 14,21;"BB"
9097 FOR f=1 TO 12: PRINT AT f,f
+4;"    ";AT f,f+10;"  "; INK 0; P
APER 1;AT f,f+3;"B";AT f,f+6;("B
" AND f<>12): NEXT f: PRINT AT 1
,7;" "
9099 RETURN
9100 LET time=93: LET x=16: FOR
f=17 TO 4 STEP -2: PRINT AT f,(1
7-f)*2; INK 0; PAPER 1;"BB"; INK
 6; PAPER 2;"CCC";AT f-3,(17-f)*
2;"C";AT f-3,(18-f)*2;"C": LET f
=f-(f=9): NEXT f
9102 FOR f=10 TO 13: PRINT AT f,
22; INK 0; PAPER 1;"B"; INK 6; P
APER 2;"C";AT f,25;"C";AT f,27;"
C";AT f,29;"C"; INK 0; PAPER 1;"
B": NEXT f: PRINT INK 0; PAPER 1
;AT 13,24;"B";AT 15,26;"B";AT 12
,28;"BB"
9103 PRINT AT 21,0; INK 6; PAPER
 2;"CCCCCCCCCCCCCCCCCCCCCCCCCCCC
CCCC";AT 7,23;"C"
9104 FOR f=3 TO 21: PRINT AT f,3
1; INK 6; PAPER 2;"C": NEXT f
9105 PRINT INK 0; PAPER 1;AT 5,3
1;"B";AT 7,30;"BB";AT 8,28;"B";A
T 10,25;"B";AT 18,29;"B";AT 21,2
6;"B"
9106 PRINT AT 4,29;"  ";AT 6,26;
" ";AT 11,27;" ";AT 13,25;" "
9109 RETURN
```



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9110 FOR f=0 TO 50 STEP 2: PLOT
128,144: DRAW INK 6; PAPER 1;f,-
25: DRAW INK 6; PAPER 1;-f,-75:
DRAW INK 6; PAPER 1;-f,75: DRAW
INK 6; PAPER 1;f,25: NEXT f
9111 FOR f=0 TO 10 STEP 2: PLOT
f,f: DRAW 255-f*2,0: DRAW 0,175-
f*2: DRAW -(255-f*2),0: DRAW 0,-
(175-f*2): NEXT f
9112 FOR F=2 TO 170 STEP 10: PLO
T 0,F: DRAW PAPER 2; INK 7;20,5:
 DRAW PAPER 2; INK 7;-20,5: PLOT
 255,F: DRAW PAPER 2; INK 7;-20,
5: DRAW PAPER 2; INK 7;20,5: NEX
T F: FOR f=2 TO 250 STEP 10: PLO
T f,0: DRAW PAPER 2; INK 7;5,20:
 DRAW PAPER 2; INK 7;5,-20: PLOT
 f,175: DRAW PAPER 2; INK 7;5,-2
0: DRAW PAPER 2; INK 7;5,20: NEX
T f
9114 RESTORE 9111: FOR f=1 TO 20
: READ a,b: BEEP a/4,b: NEXT f
9115 DATA 1.5,12,.5,7,.5,9,1,7,.
5,5,.5,4,2.5,7,.5,7,.5,9,1,9,.5,
9,1,11,1,7,1,12,.5,11,.5,9,.5,7,
.5,9,.5,11,1,12
9116 PAUSE 10: BEEP .5,-24
9120 PRINT PAPER 2; INK 8; OVER
1;AT 12,7;"  THE  ";AT 12,18;" D
IAMOND";AT 14,9;"  IS  ";AT 14,1
7;" YOURS."
9121 PRINT AT 17,3;"PRESS ANY KE
Y TO TRY AGAIN";AT 18,7;"AT A HA
RDER LEVEL."
9122 GO SUB 9125+INT (RND*7)
9123 IF INKEY$="" THEN GO TO 912
2
9124 LET llev=llev+1: LET lev=1:
 LET sc=sc+1000: LET li=li+(li<1
0): LET dif=dif+(.1 AND dif<1):
CLS : GO TO 9000
9125 PRINT AT 10,6;"G": BEEP .03
,24: PRINT AT 10,6;"H": RETURN
9126 PRINT AT 4,25;"G": BEEP .03
,31: PRINT AT 4,25;"H": RETURN
9127 PRINT AT 16,20;"G": BEEP .0
3,36: PRINT AT 16,20;"H": RETURN
9128 PRINT AT 18,3;"G": BEEP .03
,40: PRINT AT 18,3;"H": RETURN
9129 PRINT AT 3,3;"G": BEEP .03,
43: PRINT AT 3,3;"H": RETURN
9130 PRINT AT 3,28;"G": BEEP .03
,48: PRINT AT 3,28;"H": RETURN
9131 PRINT AT 18,28;"G": BEEP .0
3,28: PRINT AT 18,28;"H": RETURN
9900 PAPER 4: INK 0: BORDER 4: C
LS
9910 PRINT AT 0,0; PAPER 2; INK
7;"INSTRUCTIONS:-"
9920 PRINT '"   You have discover
ed the lost  Pyramids of AARON.
Legand says  that somewhere isni
de the many  rooms the is the la
rgest most    valuable diamond in
 all the       galaxy."'"   In the
 various tombs you will discover
 poisonous rocks ("; INK 6; PAPE
R 2;"C"; INK 0; PAPER 4;")   th
at mean instant death if you  sh
ould touch one."
9930 PRINT '"   You may fall up
to 10 times   your height and ma
y only walk or jump onto the wood
en beams ("; PAPER 1;"B"; PAPER
4;")."
9940 PRINT '"   To move use 4-Ju
mp left,5-Walk left,8-Walk right
& 9-Jump right"
9950 PRINT #0;AT 1,0;"PRESS ANY
KEY TO START PLAY....."
9960 IF INKEY$="" THEN GO TO 996
0
9970 RETURN
```

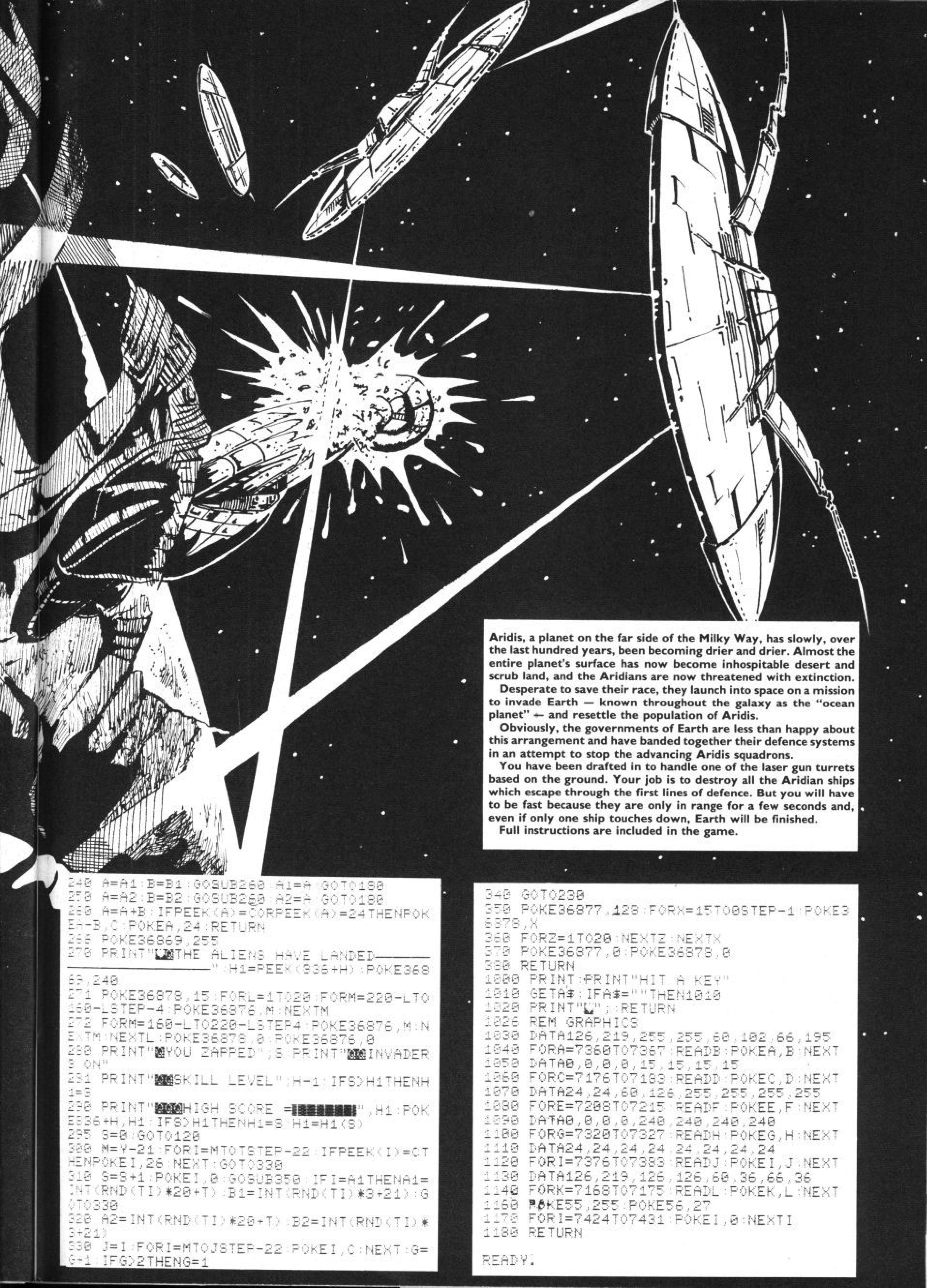


RUNS ON VIC 20 IN 3.5K

BY SHAUN MULLINS

```
2 REM DEFENDER
3 REM BY SHAUN MULLINS
4 REM UNEXPANDED VIC
5 REM INSTRUCTIONS
9 GOSUB1030
10 BA=4*(PEEK(36866)AND128)+64*(PEEK(368
65)AND120)
15 POKE36879,47
16 POKE36867,44
19 PRINT""
20 PRINT"IN THIS GAME YOU MUST"
30 PRINT"STOP AN ALIEN INVASION
______"
40 PRINT"   BY SHOOTING THEM"
50 PRINT"WITH YOUR LASER"
55 PRINT"       CONTROL:-   "
60 PRINT"       LEFT=X       "
65 PRINT"       RIGHT=V     "
70 PRINT"       LAZERS=N          "
71 GOSUB1000
75 PRINT" THE ALIENS MOVE IN 3"
80 PRINT"     DIRECTIONS"
85 PRINT"        DOWN
AND"
90 PRINT"     DIAGONALLY     "
92 PRINT"   LEFT AND RIGHT."
95 PRINT"  THE GAME ENDS WHEN"
100 PRINT" ONE ALIEN LANDS.   "
105 PRINT" YOUR SCORE IS SHOWN"
110 PRINT"      GOOD LUCK     "
120 PRINT"    INPUT DIFFICULTY"
125 PRINT"   1-HARD TO 9-EASY"
128 GETA$:IFVAL(A$)<1ORVAL(A$)>9THEN128
135 FORW=0TO200:NEXTW
136 REM GAME
139 POKE36869,255
140 PRINT"":FORI=BA+484TOBA+505:POKEI,1
60:NEXT:H=VAL(A$)+1:Y=BA+462
150 Y1=1:Y2=5:Y3=19:T=BA+1:R1=BA+481:L1=
Y:R=27:O=26:F=28:C=32:P=197
160 A1=INT(RND(TI)*20+T):A2=INT(RND(TI)*
20+T):B1=INT(RND(TI)*3+21)
170 B2=INT(RND(TI)*3+21):POKEY,Y1:POKEY+
1,Y2:POKEY+2,Y3
180 L=PEEK(P):IFL<>FANDL<>RANDL<>OTHEN22
0
190 IFL=FTHEN300
200 IFL=RANDY<R1THENPOKEY,C:Y=Y+1:POKEY,
Y1:POKEY+1,Y2:POKEY+2,Y3:GOTO220
210 IFL=OANDY>L1THENPOKEY+2,C:Y=Y-1:POKE
Y,Y1:POKEY+1,Y2:POKEY+2,Y3
220 G=G+1:IFG>HTHENG=1
230 ONGGOTO240,250,180,180,180,180,180,1
80,180,180,180
```

Illustration: Dorian Cross



Aridis, a planet on the far side of the Milky Way, has slowly, over the last hundred years, been becoming drier and drier. Almost the entire planet's surface has now become inhospitable desert and scrub land, and the Aridians are now threatened with extinction.

Desperate to save their race, they launch into space on a mission to invade Earth — known throughout the galaxy as the "ocean planet" — and resettle the population of Aridis.

Obviously, the governments of Earth are less than happy about this arrangement and have banded together their defence systems in an attempt to stop the advancing Aridis squadrons.

You have been drafted in to handle one of the laser gun turrets based on the ground. Your job is to destroy all the Aridian ships which escape through the first lines of defence. But you will have to be fast because they are only in range for a few seconds and, even if only one ship touches down, Earth will be finished.

Full instructions are included in the game.

```
240 A=A1:B=B1:GOSUB260:A1=A:GOTO180
250 A=A2:B=B2:GOSUB260:A2=A:GOTO180
260 A=A+B:IFPEEK(A)=CORPEEK(A)=24THENPOK
EA-B,C:POKEA,24:RETURN
266 POKE36869,255
270 PRINT"THE ALIENS HAVE LANDED————————
————————————————":H1=PEEK(336+H):POKE368
69,240
271 POKE36878,15:FORL=1TO20:FORM=220-LTO
160-LSTEP-4:POKE36876,M:NEXTM
272 FORM=160-LTO220-LSTEP4:POKE36876,M:N
EXTM:NEXTL:POKE36878,0:POKE36876,0
280 PRINT"YOU ZAPPED";S:PRINT"INVADER
S ON"
281 PRINT"SKILL LEVEL";H-1:IFS>H1THENH
1=S
290 PRINT"HIGH SCORE =";H1:POK
E336+H,H1:IFS>H1THENH1=S:H1=H1(S)
295 S=0:GOTO120
300 M=Y-21:FORI=MTOTSTEP-22:IFPEEK(I)=CT
HENPOKEI,26:NEXT:GOTO330
310 S=S+1:POKEI,0:GOSUB350:IFI=A1THENA1=
INT(RND(TI)*20+T):B1=INT(RND(TI)*3+21):G
OTO330
320 A2=INT(RND(TI)*20+T):B2=INT(RND(TI)*
3+21)
330 J=I:FORI=MTOJSTEP-22:POKEI,C:NEXT:G=
G-1:IFG>2THENG=1
340 GOTO230
350 POKE36877,128:FORX=15TO0STEP-1:POKE3
6878,X
360 FORZ=1TO20:NEXTZ:NEXTX
370 POKE36877,0:POKE36878,0
380 RETURN
1000 PRINT:PRINT"HIT A KEY"
1010 GETA$:IFA$=""THEN1010
1020 PRINT"";:RETURN
1026 REM GRAPHICS
1030 DATA126,219,255,255,60,102,66,195
1040 FORA=7360TO7367:READB:POKEA,B:NEXT
1050 DATA0,0,0,0,15,15,15,15
1060 FORC=7176TO7183:READD:POKEC,D:NEXT
1070 DATA24,24,60,126,255,255,255,255
1080 FORE=7208TO7215:READF:POKEE,F:NEXT
1090 DATA0,0,0,0,240,240,240,240
1100 FORG=7320TO7327:READH:POKEG,H:NEXT
1110 DATA24,24,24,24,24,24,24,24
1120 FORI=7376TO7383:READJ:POKEI,J:NEXT
1130 DATA126,219,126,126,60,36,66,36
1140 FORK=7168TO7175:READL:POKEK,L:NEXT
1160 POKE55,255:POKE56,27
1170 FORI=7424TO7431:POKEI,0:NEXTI
1180 RETURN

READY.
```



Almost half of my monthly mailbag consists of letters containing cheat codes for various games. You know, those secret POKES that let you get straight to the hardest screen, or code words to give you unlimited lives. This month, Bug Hunter, Enterprises brings you a host of cheating POKEs so, if you're stuck at level one on your favourite game, read on. We may have just the information you're looking for.

FALL GUY PROBLEM

First, though, a note about the *Fall Guy* for the Spectrum, from Elite. The turbo loader used on early copies of the game has been causing problems with many cassettes, and the game is now sold without the fast loader. If you still have an early copy and are having problems, return it to your dealer who should be able to get it replaced for you.

DISKS FOR THE 64

Paul Filmer writes from Kent in reply to an earlier letter about copying cassette-based games to disk on the 64. Paul recommends DOSOFT which costs £9.99 from 2 Oakmoor Avenue, Blackpool. I haven't tried the program myself but, if you're looking for such a program, write to the company and ensure that it will do what you want BEFORE you send off any money.

MICRONET MAILBOX

Next, here are some of the messages I received this month via Micronet. If you're a member, my mailbox number is 012 786 556. David Thomas says that, when playing *Match Day*, it is possible to stand with the ball just bouncing up and down on your head. It's a useful way of wasting time, he says. Hmmm!

P R Russell simply writes to tell me that he's Elite, while Leigh Hoyte says there's a bug in *Fred* for the Spectrum. Fire at a ghost while it's passing through a wall, says Leigh, and your score increases dramatically.

Gareth Clegg asks if he can write to Keith Campbell through Micronet. I hear that Keith is in the process of getting online, Gareth, and will soon have his own mailbox number.

Maurice Poole says "On *Sherlock*, type 255 spaces and see what happens".

CODENAME CHEAT!

Now, all you potential cheaters, here goes . . .

Ian Farrelly says that for 255 lives on *Zalaga* for the BBC, type *LOAD "ZALAG3", then ?&301B=&FF and CALL &4522. For the equivalent on FRAK, *LOAD "FRAK22", ?&305B=&FF then CALL &468A.

If you have the CBM *Ghostbusters* game and want some more money, here's a name and account number which will give you $260,500. Bray, Chris is the name, and the number is 05005211.

J G Gunning says that, for endless lives on *Motor Mania* for the 64, POKE 8646,255 and then SYS 8000.

Still on *Motor Mania*, Kamal Farmah suggests that, when you get out of the gas station, turn left instead of going straight on. You will disappear to where the police car usually comes from. Push the joystick forward and you'll find that whatever comes near can't kill you.

Next, US Gold's *Zaxxon* for the 64, courtesy of Paul Smith. Type the word RED at the start of the program to enter cheat mode. You are now immortal.

There's a bug in *Roland In The Caves* for the Amstrad, according to Ian Leitch. When you fall in the cave, hit the down-arrow key as soon as you appear. The machine thinks that you have jumped out of the cave and multiplies your points total by 10.

On *Crazy Kong* for the 64, says Andrew Mills, stop the program by pressing RUN/STOP and RESTORE. Then, LIST 400 and look for a statement that says L=L+1. Change the 1 to a 9 and this will change the level of play.

J Bonde offers the following tip for *Mr E* on the BBC. First, *LOAD "MAIN PROGRAM" 1900 then enter: ?&1ECB=&EA. Then use CALL &4300 to start the game, and you will be immortal.

HELP FOR THE VIC

M J Davies, like many others, complains about the lack of Vic tips. To remedy the situation, he's sent me the following very useful list. So, all you Vic owners, get your digits tapping and try these:

Perils of Willy: For infinite lives, reset the Vic then POKE 36879,8: POKE 646,1. Rewind the tape and VERIFY. When the cursor appears, type SYS 64802. Then type LOAD and press PLAY. After a while, the word READY will be printed. Press RUN/STOP and RESTORE then POKE 11020,204. SYS 12269 should start the game.

For Vic *Jet Pac*, rewind the cassette and LOAD the loader program. Change lines 50 and 110 to 110 DATA 160, 31, 32, 66, 2435, 160, 255, 140, 232, 35, 136, 140, 219, 35, 76, 29, 32

Type Run. The game will load and both players will have 255 lives.

Next, *Abductor*. Reset the Vic, rewind the tape, VERIFY the loader and stop the cassette. LOAD the main program then POKE 6869,255 and type RUN.

Finally, *Myriad*. Reset the VIC, rewind the tape, VERIFY the loader and LOAD the main program. POKE 1512,255 and then SYS 1175. Again, you'll have 255 lives. Thanks, Mr Davies, the cheque's in the post!

DIY WITH C&VG!

Redmond O'Leary says he actually likes all the adverts that appear in *C&VG*. He says that they're so colourful, he papers his bedroom wall with them. And, because there are so many, he can change them every month, saving him the cost of the paint. So you see, what other magazine lets you paper your bedroom for just 95p a month?!

Finally this month, a word to the person who sent me a mailbox on Micronet asking what I do on Saturday nights. Open letters, usually! And write *Bug Hunter*.

BY ROBERT SCHIFREEN



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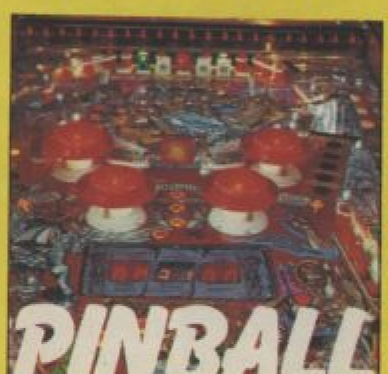
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For a change, this month let us look at the people who play pinball — players who have established themselves as a little bit special.

First, let's be under no illusions. Luck, both good and bad, can play a major part in a game of pinball.

Now, let's stir up the population north of Watford. All of the players I am about to mention come from the south of England. I honestly don't know of any outstanding northerners. Maybe you know differently . . .

London-based, Geoff "Arcade Attack" Harvey, is a superb player. Geoff plays very much in the American style, very animated and highly self-critical. When watching Geoff play, stand well back.

From a small Norfolk village comes Phil "The Greek" Oakley. The nickname doesn't denote his nationality, but his uncanny ability to pull off a shot called "Greeking".

Steve Dyer, of Slough, is a fine player with a style that contrasts with that of Geoff. He stands very upright, uses total concentration and the only movement is the flipper fingers.

Last, but not least, there is the legendary Graham "Fourth Ball" Goose from Norwich — so called because of the wicked consistency with which he destroys his opponent on ball four. He is also famous for his unusual stance, feet well away from the machine.

These are just four of the country's very best. There are others, of course, and hopefully some of them live up north . . . So let's hear from some of you up there!

IT'S A RECORD FOR ROBOTRON!

James Thomas has done it again! After a marathon attempt to play *Robotron* into the ground, we believe that a new British record now stands.

James is a second year geology student at Leicester University and a very keen alien basher. Just over a year ago, he scored a magnificent 80 million on *Juno First (C&VG* July 1984) and smashed the world record in an amazing 30½ hours.

Friday, February 8th was the day picked for nailing *Robotron* and started with an early delivery of the machine, donated by Keeday Leisure who fitted it with two brand new super deluxe joysticks especially for the marathon. Camp was set up with sleeping bags, blankets, food and lots of music to offset boredom.

determined not to use his secret weapon — caffeine tablets — until they were absolutely necessary.

During short restbreaks to give him time to recharge his batteries, James' trusty lieutenant, Paul Westmore, took over to prevent *Robotron* from taking over. Twenty-four hours from the start James had picked up a score of 120 million.

By midnight on Saturday, muscle fatigue and boredom set in, although a change in the music helped. He carried on for a while longer but, by 2.00 am on Sunday morning, James had to stop with a score of 196 million which took an incredible 42 hours to accumulate.

The world record still stands at 348 million but James has brought the British record closer to this massive

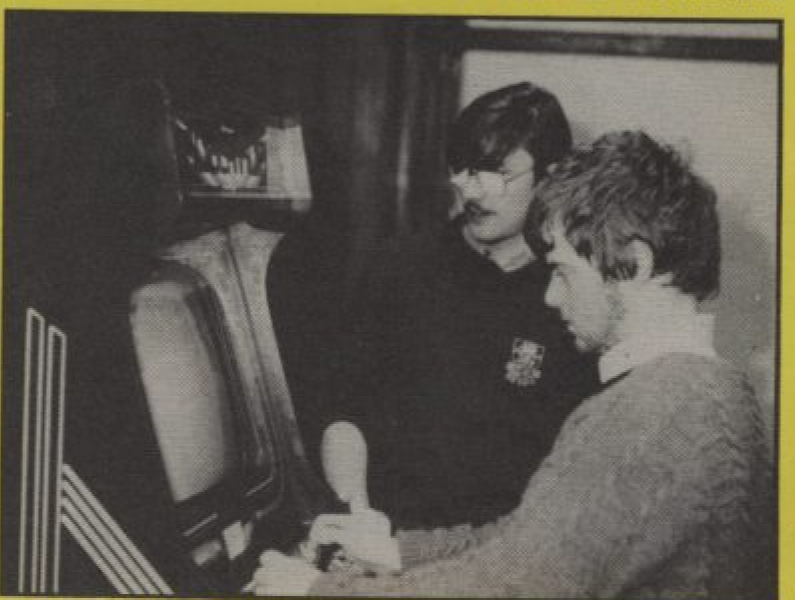


Photo: Michael Mullray

Play started at 10.00 am and James describes the first few hours: "The scoring was slower than was hoped and doom, gloom and despondency set in after 12 hours with a score of only 60 million."

With a heavy snowfall, the temperature dropped rapidly throughout the night but hot food and drinks were in constant supply.

Fatigue began to take its toll towards dawn of Saturday but James kept going, figure. The photo of the deadbeat duo was taken 34 hours into the marathon with James at the helm.

Although he found out a few days later, James didn't realise that he had glandular fever at the time and did very well keeping going for 42 hours.

If you think you have beaten a world or British score at your favourite game, write into Arcade Action and we'll do our best to verify your score for you.



MR DO CLOWNS AROUND

Some games are instant hits in the arcades and fizzle out after a few short months. Other games are known as "steady earners" and those are the ones — like the Mr Do series from Universal — that catch your eye, are easy to play and always remain popular.

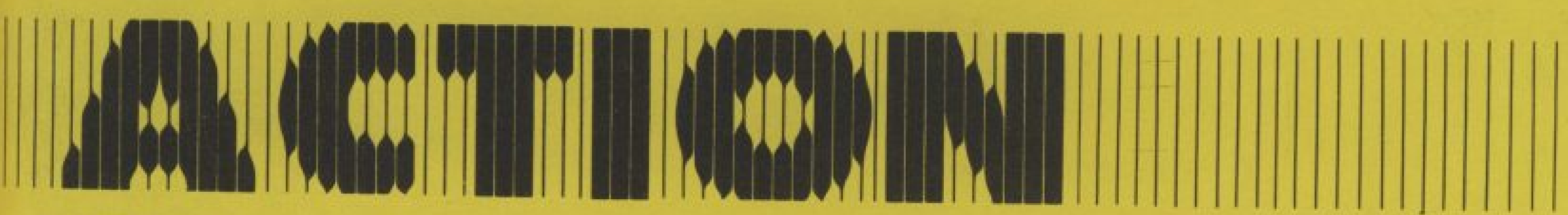
Mr Do's Wild Ride is the third in the series and has proved itself to be universally liked. Pun . . . Sorry! You play the part of Mr Do who's a cute little clown having the time of his life on a roller coaster.

The aim of the game is to get to the goal at the top of the screen which means that Mr Do has to make a hair raising climb using the roller coaster as a sort of ladder. Take great care to ensure that a coaster doesn't whizz by and flatten him.

If a coaster does come shooting round a bend, there are escape ladders that will take him out of danger. However, if his feet are safely off the track on one level, his head may well be poking above the track on the level above.

Fruit and a wide variety of objects let slip by happy passengers can be collected to earn extra points — but don't get too enthusiastic over these and lose sight of your goal!

Unlike the majority of games where the aim is to increase your score, *Mr Do* starts off with 4,500 points which decrease when the game starts. The longer you take, the lower your score. Speed and strategy are very important. An accelerator button can be used in emergencies to hasten Mr Do out of sticky patches



although this causes the score to decrease faster.

When the letters EXTRA appear over the goal and if you can remove those, you will be awarded an extra life. Likewise, if you get to the goal while a diamond is in residence, you will earn a replay.

The game ends when your score reaches zero. *Mr Do* is a colourful and snappy game which generates a lot of skill on later levels.



GET TO GRIPS WITH GALAGA

Galaga has always been a favourite of those players desperate for a fast, colourful shoot-'em-up. Julian Rignall, super champ of *C&VG's* 1983 Arcade Championship, shows you how to beat the Galagas at their own game. Over to you, Julian.

There are three types of aliens in *Galaga:* blue, red and Boss Galagas. Blue ones always loop back at the bottom of the screen, describing a circle before going past your fighter, and red ones swerve crazily down the screen straight past you to return to the top. Both these aliens are worth twice as much in the air.

The Boss Galagas are the most important — apart from being the key to high scores — worth 400, 800 or 1,600 points depending on the size of escort, they also do something special. Every second Boss which comes down the screen emits a tractor beam to capture your fighter. If you hit the Boss who captured your fighter, it descends to join your current fighter as a tandem team with double fire power.

All Galagas shoot very accurately to where your ship is positioned so it is important never to stay too long in one place.

When starting a game, the Galagas always come from the top and sides in lines making a formation at the top of the screen. They always create the same formation but have three different patterns. These are always consecutive and are essential to learn so you know where the next Galagas are coming from.

On screen one, these lines of Galagas don't drop bombs but on screen two they do. After wave one, there are more Galagas in the formation than needed so the excess Galagas peel off and make death dives towards you. At screen 16, there are the maximum numbers of Galagas in the formation with up to six of them making dives at your fighters.

When the formation is complete, some Galagas start to break away from the group to dive bomb your craft — not many on screen one but up to 12 or more from screen 20. By screen 12, it is now that your memory of the lines of Galagas in formation becomes essential. Try to blast them all before they form at the top and have a chance to attack.

Keeping up a constant barrage of double firepower will leave only a few Galagas left to kill. Another point worth mentioning from this screen onwards — any Galaga that goes past your fighter will dive again as usual, but this time at twice the speed.

From screen four onwards there is a Bonus Galaga. During a wave, a red or blue Galaga will flash a few times and mutate into three aliens — the destruction of all three will result in a 1,000, 2,000 or 3,000 points bonus. The mutation is always heralded by a noise so keep an ear out for this as they will help to boost your score.

The special feature of *Galaga* is its "challenging waves" — these appear after stage two and on every fourth stage thereafter. These consist of 40 aliens which appear separately in five groups of eight. They don't drop bombs and come in patterns which are easily memorised.

It is essential to memorise these waves to achieve maximum bonus points from each wave because, after each one, it states how many aliens were hit and multiplies the sum by 100 points, ie 20 aliens give 2,000 points. If all 40 aliens are killed, then a special 10,000 points are given. This is the key to the high scores as it is possible to obtain 36,000 from one challenging wave. Also the last alien shot in the line is worth between 1,000 and 3,000 points depending on where it is.

A few other points to remember — try not to shoot the Boss Galagas until they come down the screen after formation because of their point value. They might also beam. Memorize the line patterns prior to formation and the challenging wave patterns. Also remember wave ten and 18 are exactly the same as screen one, apart from the fact that screen 18 is twice the speed.

Finally, listen out for Bonus Galagas and keep up a constant barrage or else you won't last long! By the way, after screen 30 the game doesn't get any harder.



CAN YOU BRAVE THE BANDIT BANK?

Bank Clerk needed immediately.
$1000 per month.
MUST shoot straight and have steel nerves.

Those of a nervous disposition need not apply. The job description for a bank clerk in Mexico is a little strange but, when playing Sega's *Bank Panic,* you'll understand.

At one time, the bank in



question was well known to bandits as easy money and they attacked repeatedly, bursting in, brandishing a shooter and walking off with the loot.

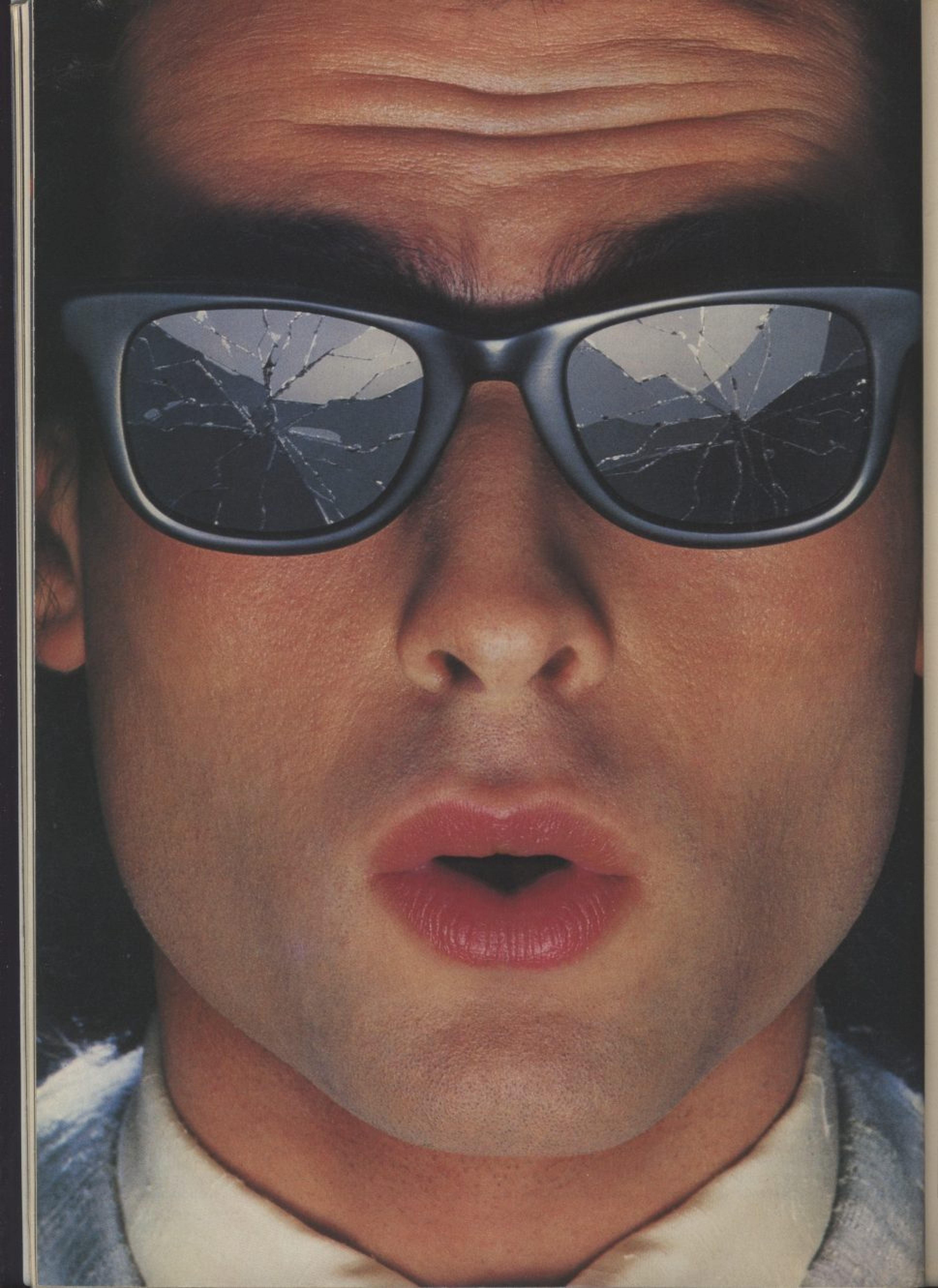
One day the bank manager woke up to the fact that more money was flowing out of his bank than was being deposited and installed an early warning system.

You play the bank clerk and, as the citizens come in to deposit their money, you have to make a split second decision as to whether they are genuine.



You sit facing the 12 entrances, keeping a watchful eye on the warning grid above each door which warns of anyone approaching. Using the joystick, you scroll right and left until you have three doors filling the screen and wait for them to open.

The key to success is quick reflexes. As someone opens the doors, you have to wait to see whether they will pull a gun on you. Only then can you open fire. Shooting before a gun is pulled could mean that you murder an innocent citizen. The game has been well designed in that some bandits delay a moment before pulling their pistols. It leaves you gripping the joystick sweatily in anticipation.



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Macclesfield. Computer Centre, 68 Chestergate. Tel: 0625 618827.
Marple. Marple Computer Centre, 30-32 Market Street. Tel: 061-427 4328
Stockport. National Micro Centres, 36 St Petersgate. Tel: 061-429 8080
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Wilmslow. Wilmslow Micro Centre. 62 Grove Street. Tel: 0625 530890.

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Middlesbrough. Boots, 88-90 Linthorpe Road, The Cleveland Centre. Tel: 0642 249616.

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Kendal. The Kendal Computer Centre, Stramongate. Tel: 0539 22559.
Penrith. Penrith Communications, 14 Castlegate. Tel: 0768 67146.
Whitehaven. P D Hendren, 15 King Street. Tel: 0946 2063.
Workington. Technology Store, 12 Finkle Street. Tel: 0900 66972.

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Alfreton. Gordon Harwood, 67-71 High Street. Tel: 0733 836781.
Chesterfield. Boots, 35-37 Low Pavement, Market Place. Tel: 0246 203591.
Chesterfield. Computer Stores, 14 Stephenson Place. Tel: 0246 208802.
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Exeter. Boots, 251 High Street, Tel: 0392 32244.
Exeter. Open Channel, Central Station, Queen Street. Tel: 0392 218187.
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Plymouth. Syntax, 76 Cornwall Street. Tel: 0752 28705.
Seaton. Curtis Computer Services, Seaton Computer Shop, 51c Harbour Road. Tel: 0297 22347.
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Bournemouth. Lansdowne Computer Centre, 1 Lansdowne Crescent, Lansdowne. Tel: 0202 20165.
Dorchester. The Paper Shop, Kings Road. Tel: 0305 64564.
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ESSEX

Basildon. Basildon Software Centre, 78-80 Liberty Shopping Hall, East Square. Tel: 0268 27922.
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Southend-on-Sea. Estuary Personal Computers, 318 Chartwell North, Victoria Circus Shopping Centre. Tel: 0702 614131.

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Cheltenham. Laskys, 206 High Street. Tel: 0242 570282.
Cheltenham. Screen Scene, 144 St. Georges Road. Tel: 0242 528979.
Gloucester. Boots, 38-46 Eastgate Street. Tel: 0452 423501.

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Waterlooville. GB Microland, 7 Queens Parade, London Road. Tel: 0705 259911.

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Stevenage. DJ Computers, 11 Town Square. Tel: 0438 65501.
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SE7. Vic Oddens Micros, 5 London Bridge Walk. Tel: 01-403 1988.
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NW3. Maycraft Micros, 58 Rosslyn Hill, Hampstead. Tel: 01-431 1300.
NW4. Davinci Computer Store, 112 Brent Street, Hendon. Tel: 01-202 2272.
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Bolton. Computer World UK Ltd, 208 Chorley Old Road. Tel: 0204 494304.
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Liverpool. Laskys, Dale Street. Tel: 051-236 3298.
St. Helens. Microman Computers, Rainford Industrial Estate, Mill Lane Rainford. Tel: 0744 885242.
Southport. Central Studios, 38 Eastbank Street. Tel: 0704 31881.

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Harrow. Camera Arts, 42 St. Anns Road. Tel: 01-427 5469.
Harrow. Harrow Micro, 24 Springfield Road. Tel: 01-427 0098.
Hounslow. Boots, 193-199 High Street. Tel: 01-570 0156.
Southall. Twillstar Computers Ltd, 7 Regina Road. Tel: 01-574 5271.
Teddington. Andrews, Broad Street. Tel: 01-997 4716.
Twickenham. Twickenham Computer Centre, 72 Heath Road. Tel: 01-892 7896.
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Banbury. Computer Plus, 2 Church lane. Tel: 0295 55890.
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Oxford. Science Studio, 7 Little Clarendon Street. Tel: 0865 54022.

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Aberdeen. Boots, 133-141 Union Street. Tel: 0224 585349.
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Glasgow. Boots, 200 Sauchiehall Street. Tel; 041-332 1925.
Glasgow. Boots, Union Street and Argyle Street. Tel; 041-248 7387.
Glasgow. Tom Dixon Cameras, 15-17 Queen Street. Tel: 041-204 0826.

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Shrewsbury. Clairmont Enterprises, Hills Lane. Tel: 3647 52949.
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Telford. Computer Village Ltd, 2/3 Hazeldine House, Central Square. Tel: 0952 506771.
Telford. Telford Electronics, 38 Mall 4. Tel: 0952 504911.

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Stafford. Computerama, 59 Foregate Street. Tel: 0785 41899.
Stoke-on-Trent. Computerama, 11 Market Square Arcade, Hanley. Tel: 0782 268524.

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Bury St. Edmunds. Suffolk Computer Centre, 1-3 Garland Street. Tel: 0284 705503.

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Croydon. The Vision Store, 96-98 North End. Tel: 01-681 7539.
South Croydon. Concise Computer Consultants, 1 Carlton Road. Tel: 01-681 6842.
Epsom. The Micro Workshop, 12 Station Approach. Tel: 0372 721533.
Guildford. Walters Computers, Army & Navy, 105-111 High Street. Tel: 0483 68171.
Wallington. Surrey Micro Systems, 53 Woodcote Road. Tel: 01-647 5636.
Woking. Harpers, 71-73 Commercial Way. Tel: 0486 225657.

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Brighton. Boots, 129 North Street. Tel: 0273 27088.
Brighton. Gamer, 71 East Street. Tel: 0273 728681.
Brighton. Laskys, 151-152 Western Road. Tel: 0273 725625.
Crawley. Gatwick Computers, 62 The Boulevard. Tel: 0293 37842.
Crawley. Laskys, 6-8 Queensway. Tel: 0293 544622.
Eastbourne. Boots, 15 Eastbourne Arndale Centre. Tel: 03232 7742.

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Newcastle-upon-Tyne. Boots, Eldon Square. Tel: 0632 329844.
Newcastle-upon-Tyne. Laskys, 6 Northumberland Street. Tel: 0632 617224.
Newcastle-upon-Tyne. RE Computing, 12 Jesmond Road. Tel: 0632 815580.

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Aberdare. Inkey Computer Services, 70 Mill Street, The Square, Trecynon. Tel: 0685 881828.
Aberystwyth. Aberdata at Galloways, 23 Pier Street. Tel: 0970 615522.
Cardiff. Boots, 26 Queens Street & 105 Frederick Street. Tel: 0222 31291.
Cardiff. Cardiff Microcomputers, 46 Charles Street. Tel: 0222 373072.
Cardiff. The Computer Shop, 41 The Hayes. Tel: 0222 26666.
Cardiff. Laskys, 32-36 Town Wall, St. Davids Centre. Tel: 0222 41619.
Cardiff. Randall Cox, 18/22 High Street Arcade. Tel: 0222 397162.
Mold. Clwyd Personal Computers, Unit 19, Daniel Owen Precinct. Tel: 0352 56842.
Newport. Gwent Computers, 92 Chepstow Road. Tel: 0633 841760.
Swansea. Boots, 17 St. Marys Arcade, The Quadrant Shopping Centre. Tel: 0792 43461.
Swansea. The Microstore, 35-36 Singleton Street. Tel: 0792 467980.

WARWICKSHIRE

Coventry. Coventry Micro Centre, 33 Far Gosford Street. Tel: 0203 58942.
Coventry. Impulse Computer World, 60 Hertford Street Precinct. Tel: 0203 553701.
Coventry. JBC Micro Services, 200 Earlsdon Avenue, North Earlsdon. Tel: 0203 73813.
Coventry. Laskys, Lower Precinct. Tel: 0203 27712.
Leamington Spa. IC Computers, 43 Russell Street. Tel: 0926 36244.
Leamington Spa. Leamington Hobby Centre, 121 Regent Street. Tel: 0926 29211.
Nuneaton. Micro City, 1a Queens Road. Tel: 0203 382049.
Rugby. O.E.M., 9-11 Regent Street. Tel: 0788 70522.

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Birmingham. Boots, City Centre House, 16-17 New Street. Tel: 021-643 7582.
Birmingham. Laskys, 19-21 Corporation Street. Tel: 021-632 6303.
Dudley. Central Computers, 35 Churchill Precinct. Tel: 0384 238169.
Stourbridge. Walters Computer Systems. 12 Hagley Road. Tel: 0384 370811.
Walsall. New Horizon, 1 Goodall Street. Tel: 0922 24821.
West Bromwich. DS Peakman, 7 Queens Square. Tel: 021-525 7910.

YORKSHIRE

Bradford. Boots, 11 Darley Street. Tel: 0274 390891.
Leeds. Boots, 19 Albion Arcade, Bond Street Centre. Tel: 0532 33551.
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Playability: Will the game keep you up until the early hours of the morning, as you attempt to complete just one more screen in a desperate attempt to beat it? Or does it send you to sleep the moment the intro-screen appears? Could you spend hours locked away in your bedroom with it?

continued from page 24

an owl and finally the witch herself as she bids to save the village from an erupting volcano. There are four screens packed with neat "cute" style graphics and several skill levels.

To say much more about the plot would be to give the game away — the cassette inlay instructions don't give much away either. You have to work out what the witch must do to progress to the next screen by solving the riddles that the instructions set!

• Graphics	9
• Sound	8
• Value	8
• Playability	9

DAY IN THE LIFE

MACHINE: Spectrum
SUPPLIER: Micromega
PRICE: £6.95

Programmer Stephen Redman picked a controversial subject for his first game — Sir Clive Sinclair.

You have to guide Sir Clive through a very important day in his life — the day he has to pick up his knighthood from Buck House!

He has to brave the difficulties of getting dressed in his computerised house, the terrors of commuting, the problems of making a cash-card machine actually cough up and the perils of shopping.

The game isn't just good because of its novelty value — it is playable too. Lots of puzzles to be solved and lots of fun to be had doing them! The graphics are big and bold and the little "Sir Clive" character is really neat!

No, we don't yet know what the man himself thinks about the game. But watch *C&VG* to find out.

• Graphics	8
• Sound	8
• Value	9
• Playability	8

GANDALF

MACHINE: CBM 64
SUPPLIER: Tymac
PRICE: £9.95/£14.95

The great white wizard Gandalf leaps from the pages of *The Hobbit* and *Lord of the Rings* to take part in a small skirmish with an evil bunch of Lizard men who are about to make off with some of his best apprentices. Tymac have come up with a novel adventure style shoot-'em-up in which you control Gandalf and his deadly spells to blast the Lizard men who are attacking your castle.

Hordes of the creepy green things swarm towards you from the forest which surrounds your castle. Blast them with a spell and they turn into gold coins — you can nip out and pick these up if you are brave enough! The Lizard men have a nasty friend in the shape of a poisonous spider who sneaks into the castle and attacks our hero in a particularly nasty fashion.

It's inevitable that the Lizard men eventually get through your defences and drag away an apprentice — though you can follow him in an attempt at rescue.

Gandalf the Sorceror is a two screen game with nice graphics and good sound. A nice change from blasting aliens from beyond the stars. Addictive too!

• Graphics	8
• Sound	8
• Value	8
• Playability	9

DUKES OF HAZZARD

MACHINE: Spectrum
SUPPLIER: Elite
PRICE: £6.95

At last! The long awaited debut of the Duke boys hits the computer scene. And although the game isn't as spectacular as one of those amazing stunts you see the General Lee perform on TV, it 'ain't bad either.

The basic idea of the game goes like this. The Dukes need cash to pay off Boss Hogg — and to get it they decide to enter a road race which has a $5,000 prize. But they have to get to the start of the race first — and the Boss and other assorted baddies are out to stop the General Lee getting there!

You have to drive the General across some rugged countryside — avoiding other vehicles, dodging bombs from helicopters, bi-planes and even a hot air balloon.

Dukes is basically a scrolling scramble-type game — with cars instead of spacecraft. The graphics are nice and the scrolling pretty smooth. It takes a while to get used to the controls — you can make the General jump and swerve around the roads — but once you've done this you can get stuck in.

I particularly enjoyed the "crash" sequence. The General does a neat three point spin before coming to rest!

Hazzard fans will enjoy the game. The rest of you should take a look at a demo first. Listen to the General Lee musical airhorn at the start of each game. A nice touch...

• Graphics	8
• Sound	6
• Value	7
• Playability	7

BANJAX

MACHINE: BBC
SUPPLIER: Robico Software
PRICE: £9.95

Legend has it that any bear intelligent enough to reach the Inner Sanctum of the Golden Temple shall become Lord of the Lands of Mystery. Will Banjax prove to be such a bear?

He might well, because this is not the hardest game you've ever played. It's a mixture of arcade and Adventure in which you send Banjax scurrying around a series of locations, including hedge mazes, woods, mountains and castles — 240 screens in all — in search of the elusive Inner Sanctum.

Needless to say, there are various nasties to contend with — birds, spiders, snakes and blobs — which kill if you touch them, but they're a bit slow and not very fearsome.

The graphics are simple and effective and the game has an attractive slick feel, but it falls rather uneasily between arcade and Adventure without being one or the other, and there's not really enough mystery and variety to keep you coming back for more.

• Graphics	8
• Sound	5
• Value	6
• Playability	8

BRUCE LEE

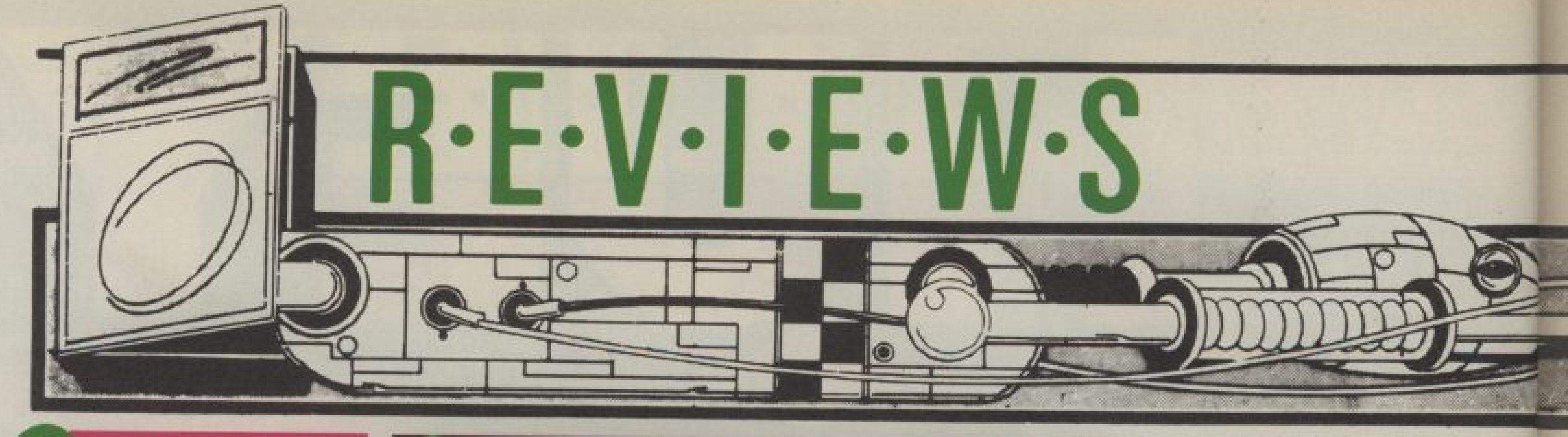
MACHINE: Spectrum
SUPPLIER: US Gold/ DataSoft
PRICE: £7.95

Bruce Lee haunted the pages of *C&VG*'s reviews section for months after the CBM 64 version first appeared. And now he's back — on the Spectrum.

Briefly, the idea of the game is to help Bruce get to a wizard who is hiding inside a vast fortress protected by Ninja soldiers and the indestructible Green Yamo.

Bruce has to kick and chop, leap and hop his way through the fortress in this neat twist on the regulation platform game theme. The animation of the characters is great, the graphics bold and colourful — and the game features some unique multiple player/player vs. computer options.

• Graphics	9
• Sound	8
• Value	9
• Playability	9



9 **CAULDRON**

MACHINE: CBM64/ Spectrum
SUPPLIER: Palace Software
PRICE: £7.99

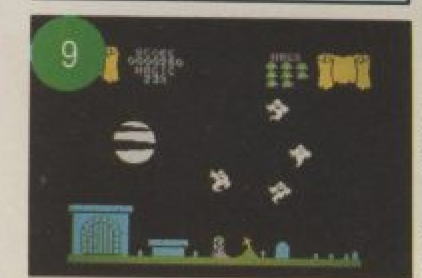
You've already read about the fantastic graphics in last month's *C&VG*. Now read how the game is great fun to play!

The basic idea of *Cauldron* is to help the witch defeat the evil Pumpkins and rescue the Golden Broomstick. To do this, the witch must brew up an evil potion in her cottage cauldron and find the Pumpkin leader in his hide-out deep within the mysterious planet.

The witch's quest takes place in, over and around her home world. The programmers have created an entire planet — with forests, seas and islands above ground and weird caverns underground.

There are lots of things to discover and puzzles to be solved — and the first *C&VG* reader to complete the game and send us a map will win the real Golden Broomstick. So we're not giving too much away here!

• Graphics	9
• Sound	9
• Value	9
• Playability	9


9

10 **HYPERSPORTS 2**

MACHINE: All MSX
SUPPLIER: Konami
PRICE: £15.00

Here is yet another offering from the Konami house for the sports enthusiasts. With the usual detail and superb use of graphics.

In the first part of the game, quick reactions are required in the Skeetshooting (clay pigeon) event.

Vertical elevation of your gun sight is automatically set up by the computer and is shown by two small squares on the screen which move up and down. To get proper horizontal aim, match the swing of your gun with the flying targets, firing with either the space bar or joystick button.


10

The marksman grins or frowns according to his success, leading to the second event, Archery.

In essence, by looking at the target display, you can see if you are high or low, left or right and adjust accordingly with the following arrow. At the bottom right hand corner, the score of the last arrow is shown and the amount of arrows remaining are shown in a slot next to the archer. The upper screen display is in the same format as the previous event. Quite a degree of skill and judgement needs to be exercised to achieve consistent results. Qualifying for the next event is one thing, world records are another, but at least you can move on to the Weight-lifting event.



11

It goes without saying that here is another graphical treat. In addition to the already familiar information at the top of the screen, there are two further items showing a countdown from 30 seconds to zero and the weight being lifted in kilos.

When all three events have been successfully completed, you return to Skeetshooting, but this time the qualifying scores in all events will be higher.

Hypersports II has all the essential ingredients, from the judgement necessary for the first two events, to the sheer necessity of pounding the keys for the weightlifting.

• Graphics	10
• Sound	7
• Value	10
• Playability	8

11 **E'ONE'S A WALLY**

MACHINE: Spectrum/ CBM 64
SUPPLIER: Micro-Gen
PRICE: £9.95

STAR GAME

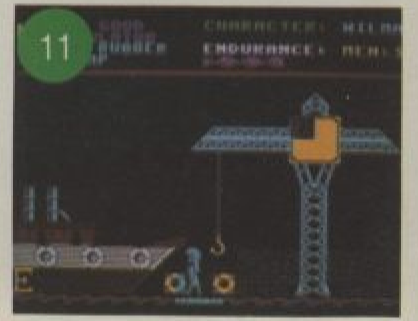
The adventures of Wally Week, videogame super-star, continue in the only game to come with a "hit" single on the B-side!

Wally, star of *Automania* and *Pyjamarama*, introduces the rest of his family and friends in this latest graphical extravaganza from the Micro-Gen programmers.

You'll meet Wally's wife, the lovely Wilma, plus Tom the Punk, Harry the Hippy, Dick the Plumber and Herbert the baby — Wally's pride and joy.

Micro-Gen claim this is the first fully animated interactive arcade Adventure. You can control any one of the six characters — except baby Herbert — at any stage during the game.

The object of the game is to help Wally open the safe in the bank in order to pay the game some wages. In order to do this, certain tasks have


11

to be done and certain puzzles solved.

Each member of the gang has different characteristics and abilities — and you must decide which one can solve certain puzzles and complete certain tasks as you play the game.

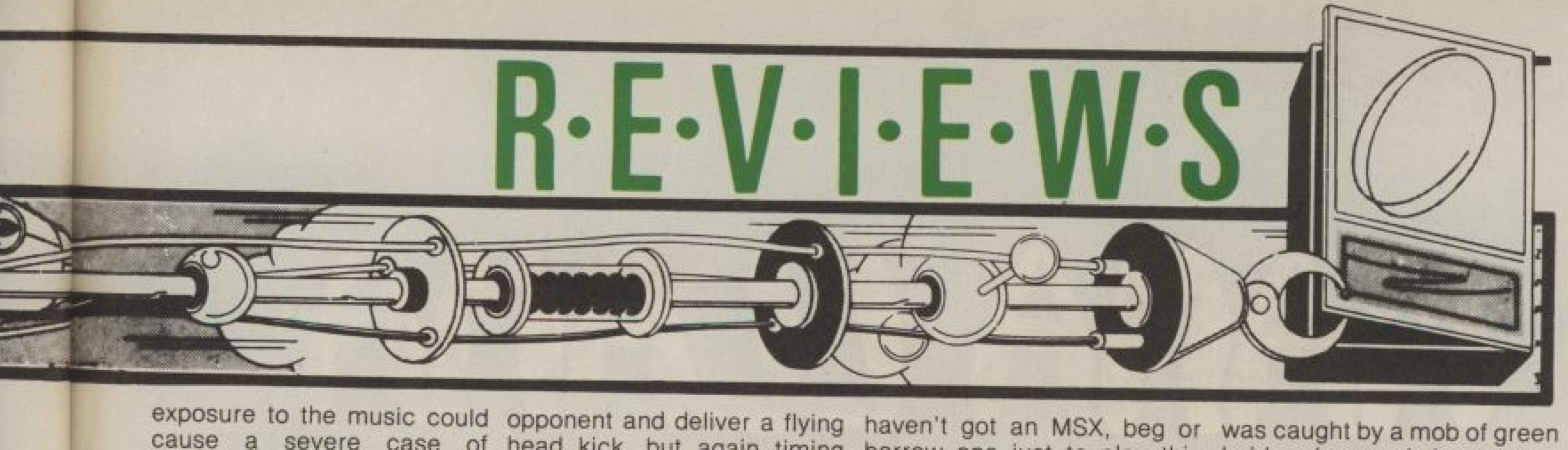
Each character has three lives to begin with — and you must keep everyone "alive" throughout the game to succeed.

The graphics are excellent. The characters are drawn in true "cartoon style" and the backgrounds are packed with detail.

As in *Pyjamarama*, Wally's latest Adventure, the game includes both arcade style shoot-'em-up screens as well as arcade Adventure sequences.

Everyone's a Wally will keep you busy for hours — and when you've solved it you can still admire the pretty graphics.

The song, by Mike Berry, will have you humming along too — but, beware, prolonged



exposure to the music could cause a severe case of terminal whistling!

● Graphics	10
● Sound	8
● Value	9
● Playability	10



YIE AR KUNG-FU

MACHINE: All MSX
SUPPLIER: Konami
PRICE: Not Known

STAR GAME

Yie Ar, I am reliably informed, means one-two, and in this terrific game everybody gets the one-two treatment. This game will surely become a classic among those of us who have fancied themselves as exponents of the martial arts. The background is an oriental setting where competitors traditionally knock ten kinds of bells out of each other.

The top of the screen displays the score of Lee (yourself) and his particular opponent at that scene, together with a long bar which shows the "ki" or energy remaining for each. When the "ki" starts turning red, either you or your aggressor are in trouble and it's nearly knockout time. Beginning the game with three Lees, you get an additional life at 30,000 and 50,000 points.

The remaining Lees are shown after the indicator "Rest" and control of the action is either by joystick or keyboard.

The controllable actions are vertical jump, high kick, advance and retreat, low kick, punch and duck. The fire button must be activated to score a hit while using any of these techniques. You can also jump clean over your opponent and deliver a flying head kick, but again timing and the point of contact need to be spot on.

The scoring is quite complex, ranging from 100 points for a straight punch, to a flying kick or footsweep at 500 points.

It all sounds great so far, but until you see the speed and moves that your opponents can make, you don't realise what you are in for. If you back him into a corner at either side of the screen, he simply nips round you and starts attacking from the other side. All opponents have the same striking power as Lee and most have additional weapons.



On stage one, Wang has a large stick which he wields very freely in addition to his other moves. The second stage has Tao spitting fireballs at you if you retreat too far. Chen, your third adversary, has a nasty length of chain which reaches out towards you and, incidentally, looks like Pluto in a green leotard! At stage four Lang is armed with throwing spikes and stage five has Lou springing through the air to connect with you.

You can hit the fireballs and throwing spikes at high and low levels to score extra points. Between stages there are also bonus points to be scored by hitting lamps, bottles and bricks moving at various levels. When you have reached stage five, you return to your first opponent and start amassing more points.

This game is very challenging. The superb graphics and background oriental music add authenticity to what, I am sure, will be a very popular game. If you haven't got an MSX, beg or borrow one just to play this game.

● Graphics	10
● Sound	7
● Value	10
● Playability	10

CASTLE QUEST

MACHINE: BBC B
SUPPLIER: Micropower
PRICE: £12.95 cassette £14.95 disc

I have not played anything like this before. It is fabulous. Let me explain. *Castle Quest* is an arcade Adventure game set in a large castle made of colourful bricks, planks and ladders with many objects, such as a torch, gold bar and an aqualung, scattered around. Like traditional Adventure games, the object of the game is to solve many puzzles and ultimately to find the wizard's treasure. The thing is, all this is played in beautifully animated real time arcade action which requires a high degree of digital dexterity.

There are many monsters patrolling various passages, usually in twos and threes. As you are not allowed to zap these creatures, you have to find a way to avoid them or fend them off with some of the objects found. The finding of objects will not score you any points, however. You are awarded points when you solve the puzzles which are all fairly tricky, almost to the standard of text based Adventures.

Therefore, *Castle Quest* is not an easy game to play. I expect many of you will be stuck for a long time without scoring a thing. Many times I was caught by a mob of green hairbrushes and thrown into prison. It took me ages to work out how to escape from the prison by experimenting with some of the objects found inside the cell. The solution was perfectly logical but, since the execution of it is in an arcade format, it took a lot of attempts to finally work out the timing. Once you've made your escape, you will be able to do a fair bit of exploration.

As I said, this game is difficult but it is one of the few games which was so addictive I couldn't stop playing it. It is not for those who are new to arcade adventures but is a must for anyone who can cope with games like *Elite*. Go and buy it if you like a challenge.

● Graphics	10
● Sound	9
● Value	8
● Playability	9

IN SPACE

MACHINE: CBM 16
SUPPLIER: Microdeal
PRICE: £6.95

Microdeal's freckle-faced hero comes to the C16 with a colourful, well presented game. Cuthbert is on a looting mission. He has to collect fuel pods from several platform-style planets and return them — individually — to his space-shuttle. Avoiding various nasties, of course!

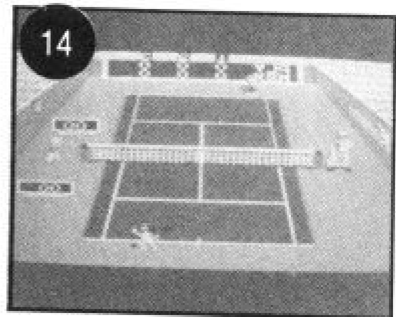
Sometimes Cuthbert's shuttle has engine trouble — and he has to hunt for vital spares before the ships blows up.

An action-packed game — with keyboard or joystick options available. Nice bold, colourful graphics and good sound all go to make this one of the better C16 games around.

● Graphics	8
● Sound	8
● Value	8
● Playability	8



Sound: Does the game sound like a Duran Duran LP played at half speed — or does the noise from your micro knock you half-way across the room. The *C&VG* review team don't judge games with their ears plugged up, we can tell you!



14 TENNIS

MACHINE: All MSX
SUPPLIER: Konami
PRICE: £15.00

To me, having to watch tennis on television is a punishment and, when the family turn it on, I turn off!

However, I was soon to find Konami's *Tennis* a whole different ball game!

The game can be played either by a single player against the computer, two players against each other or two players against the computer in doubles. There are three levels of difficulty, from deciding the speed of the ball, to the style and movement of your opponent.

A single player can participate using the cursors and space bar and two players the keyboard, although I would suspect this method would create domestic pandemonium (imagine it on a Spectrum)!

My own standard of playing leaves a lot of room for improvement, so I found the joystick a real help in handling this game.

The player is treated to an excellent perspective view of a tennis court, with grandstands on both sides and a display board showing games, sets and match at the end. The correct court layout, complete with umpire, ballboy and nets, adds to the authenticity. The points for each player are displayed on the right hand side and a small window by the umpire appears at the right moment to show "In", "Fault" or "Net".

The system of scoring points is identical to the real game. The joystick movements controlling the player are self evident, but you start to use your skill from the serving aspect. A quick blip of the fire button (or spacebar) is all that's needed for the ball to leave the player's hand for serving. It is the time lag between this and the second blip that determines whether or not you clear the net and the distance you are able to hit it. Should you net it, the ballboy crouched on the sideline dashes out and retrieves it. Some games allow room for error inasmuch as a near miss is enough to connect. Not so with this game, where you must be correctly positioned, getting your racket behind the ball to move it. Players only change ends in the two player version and in the other options you control the player or players at the near end of the court.

Altogether, this game is very engrossing and requires lots of skill and co-ordination. I believe that the majority of purchasers will find this game good family entertainment. The only details omitted were abusing the umpire, breaking rackets and destroying the soft drinks stand!

• Graphics	10
• Sound	7
• Value	10
• Playability	8

15 SOFTAID

MACHINE: Spectrum/ CBM 64
SUPPLIER: Quicksilva/CTW
PRICE: £4.99

Softaid, the £4.99 games tape consisting of ten best selling games for the price of one, was launched in February at the LET show at Olympia.

Based on the Band Aid project founded by Bob Geldof and Midge Ure, *Softaid* was launched jointly by Quicksilva and industry newspaper Computer Trade Weekly. *Softaid* is a compilation tape of some of the best games around for the Spectrum and CBM 64.

The Spectrum version comprises *Spellbound* (Beyond), *Star Bike* (The Edge), *Kokotoni Wilf* (Elite), *Ant Attack* (Quicksilva), *Sorcery* (Virgin), *Gilligan's Gold* (Ocean), *Horace Goes Skiing* (Melbourne House/Psion), *3D Tank Duel* (Real Time), *Jack and the Beanstalk* (Thor) and *The Pyramid* (Fantasy).

The Commodore 64 version comprises *Pitfall* (Activision), *China Miner* (Interceptor), *Star Trader* (Bug Byte), *Falcon Patrol* (Virgin), *Fred* (Quicksilva), *Flak* (US Gold), *Gumshoe* (A 'N' F) and *Gyropod* (Taskset), along with *Gilligan's Gold* and *Kokotoni Wilf*.

For each tape sold, £3 upwards will go directly to the Ethiopian Appeal.

The tape is great value for money — even if you have one or two of the games on it already.

• Graphics	10
• Sound	10
• Value	10
• Playability	10

16 DROPZONE

MACHINE: Atari
SUPPLIER: US Gold/ Datasoft
PRICE: £9.95 (Cass) £14.95 (Disc)

This must be THE game of the moment for frustrated Atari owners with no new games to play. It's a fast moving combination of *Defender* and *Jet-Pack* with terrific graphics and sound — and a really neat line in explosions.

The genberal idea is to use your spaceman/jetman to help protect some poor little humans desperately attempting to reach home base on a hostile planet. *Defender*-style alien nasties are attempting to get them — and you Use your jetman to swoop down and help the humans reach the "dropzone" and safety.

Fast smooth scrolling — as you'd expect from the Atari — nine different alien attackers and superb moon landscape graphics go to make this the best Atari game around right now.

Atari owners can't afford to miss this one!

• Graphics	9
• Sound	9
• Value	9
• Playability	10

17 OSPREY!

MACHINE: Amstrad
SUPPLIER: Amsoft/BES
PRICE: £9.95

Here's a game for the ornithologists and conservationists among our readers. It's already available for the Beeb, so you might well have seen *Osprey!* at school.

The basic idea of the program — which is more of a strategy game than anything else — is to help protect and increase the breeding pairs of ospreys at their only nesting site in this country, Loch Garten in Scotland.

You are told — each season — how many people you have to work at protecting the birds. You have to allocate your team to jobs like nest watching to prevent egg stealers sneaking in and stealing eggs, working at the site or informing the public about the ospreys and their fight for survival. The way to utilise your resources reflects on the success of the ospreys breeding.

Overall a nice game — sort of educational — but don't let that put you off. You get a really nice booklet telling you all about ospreys with the package too!

• Graphics	7
• Sound	7
• Value	8
• Playability	8





LEVEL 9 ON THE MOVE

Level 9 are moving on to bigger Adventures! Having gone as far as they can with their sophisticated text compression techniques, the next move will be towards disc-based games, according to Pete Austin.

That does not mean that Level 9 Adventures will no longer be available on cassette! Disc will be more convenient to use, but adventurers with cassette systems will be able to run the new games. At certain points in a game, the player will be asked to load in a tape specified by the computer.

For example, suppose such an Adventure were set in a number of different countries. If, in the game, the player left London and flew to New York, then a tape user would get a message "Insert Tape 3 and press Play on recorder".

In the meantime, Level 9 are on the verge of releasing *The Red Moon* and *Worm in Paradise.*

As well as moving to a new format, the Austins will be moving from their base at High Wycombe. They have found premises in Weston-Super-Mare which will give them more room in which to spread out their business activities. So mail-order adventurers — watch out for announcements of a change of address!

CHIEF EXAMINER FOR PRESIDENT

No club is complete without a President, and we at *C&VG* are proud to announce that SCOTT ADAMS has agreed to become ours.

There is still plenty of time to join the club, so fill in the form which appeared in our March issue and send it off to us marked "Adventure Club" to guarantee you receive the bi-monthly newsletter and become eligible for the phone-in Helpline service — not to mention fantastic special offers and events!!

AMAZIN'

Your mission: extremely hazardous. Your clearance: top secret. Your chances of survival: minimal. So starts *Amazon* from Trillium (now renamed Telarium, by the way).

As an agent of NSRT (National Satellite Resource Technology), you are sent to the Amazon to discover what happened to cause the death of a recent expedition there. The natives are hostile, the army corrupt and the volcanoes erupting.

The action starts at NSRT headquarters in Washington, where you are just in time to watch the last transmission from the beleaguered team. The satellite transmission is just coming in and you are invited to tune it in using your joystick. The screen changes to display a receiving screen, with interference and a hissing noise. Movement of the joystick changes the tone of the hissing and eventually you get clear visual reception, alternating with spells of interference.

You are then summoned to the boss's office for briefing and a text conversation follows, in which you are asked your name. I called myself Supremo, of course! At the end of this session, you are asked if the assignment is OK — if you answer NO, the game ends with you getting booted out.

Now follows a series of airplane journeys, including a call on Professor Beneker, where you team up with a friendly parrot called Paco. From then on, PACO is the word for HELP, but he sometimes gets a bit insulting! All sorts of pitfalls confront you and, if you make the wrong choice, it's curtains — from getting beaten up in a parking lot to making a tasty casserole for cannibals.

Therein lies the drawback of this game. The story is narrative in its approach and the player is fairly firmly led along the chosen storyline, with minor deviations, leading in the direction of death. It tends to be almost a multiple choice type of



N'AMAZON

Adventure, only in a discreet way. For example, in Beneker's office, having befriended the parrot, if you try to leave without having taken all the objects that will be useful to you, Paco will squawk in your ear "Better take some more stuff!" and you will not be able to exit the room until you have done so!

The narrative sections are well presented, but are displayed with timing delays for reading and dramatic effect. This means that a replay is slow, with a lot of waiting during events that are repeated. Hence a SAVE disc is a must and saving must be done quite frequently to avoid the frustrations of the narrative delay.

Three levels of play are offered — Novice, Explorer and Leader — so I went into the game from the start at different levels quite a few times to observe the differences. There were none that I could detect up to the point I played, which I judge to be about the half-way mark.

I did discover, though, that the joystick has absolutely no effect on tuning in the signal from the expedition other than changing the sound slightly. The message you are given is a con! The best thing to do is to sit back and let it play.

The packaging is similar to that of *Rendezvous With Rama* and inside the *Amazon* sleeve comes two diskettes, a sheaf of top secret papers telling you how to play the game and a map with coded references on.

There are a few sound effects and some music, plus some of the best graphics I have seen on the Commodore — they really are good. However, graphics alone do not make a good Adventure game and I'm afraid I wasn't over-impressed with this one. It left me feeling that, with the apparently limited choices open to me, I would have been just as well off reading the game in book form.

Amazon is from Telarium for the Commodore 64 and Apple II, both on disc only, priced £19.95.

NUMBER ONE SUSPECT—ME?

Veronica Ashcroft, owner of Ashcroft Farm since the death of her father, was determined to keep faith with a tradition going back 110 years. So she held the Annual Halloween Ball as usual. Too bad I was invited along!

This was a fancy dress ball — they always have sinister undertones, don't they? There were guests there dressed in all manner of strange costumes from a peanut butter sandwich to a six foot invisible rabbit — name of Harvey no doubt!

There was I, dressed as a cowboy, leaning against the bar listening to the local scandal, when what should Veronica do than spill a drink all down her Fairy Queen outfit? She left the ballroom to clean herself up and that was the last I ever saw of her — alive! I swear it!

But guess what was tightly wrapped round her neck when her body was discovered? My lasso! If only Smythe, the damned butler (a gorilla of noble bearing), hadn't got in the way when I tried to follow her, then maybe I wouldn't be in the fix I am now!

This is the setting for *Suspect* which follows Infocom's *Witness* and *Deadline* mysteries. This time you are not the detective but a reporter and, as the title suggests, you are also the prime suspect. So prime, in fact, that it is very likely you will be arrested and convicted.

I said "setting" and I mean just that, for it is not just background. It all happened while I was there! The ballroom was crowded with guests in fancy dress, all moving around the house at will. I started off having a chat with Veronica about her favourite racing horse "Lurking Grue", a steed so black that it can hardly be seen in the dark! Then Veronica left to clean up her dress.

I had a dance or two with Alicia, but she seemed rather cold, so I returned to bar-propping.

The band was playing *Breathless* and this was followed, during the break, with *Stairway to Heaven* on the stereo. I danced that one with Linda.

Shortly after leaving the bar to settle an argument about the price of horses, Colonel Marston returned to announce our hostess had been murdered! Shortly afterwards, Sergeant Duffy clamped my shoulder in a vice-like grip, and I was under arrest! I was subsequently convicted and, believe it or not, my actions at the party were brought up in court and held against me! I was virtually told how I played the game. My movements certainly seemed suspicious!

The next few times I played the game, I tried different tactics, and each time I could see the same events re-enacted from a different viewpoint. The murder seemed inevitable, so maybe I had better do a bit of snooping to prove my innocence? Looking through this vast mansion revealed nothing at a first pass. Perhaps there was a clue in the tape on the video? I tried to turn it on, but was told: "This is a type you haven't seen before and you can't fathom its controls. It is made by the Frobozz Magic VCR Company." Thanks a lot!

I think that my next course of action is to carefully record the movements of the guests as they wander around the house and farm — and they do seem to wander a lot! The house is huge, with "wings" in all directions. There are many interconnecting hallways — the long hall, the east hall, the front hall and so on.

Of course, if my name was Paul Coppins, I'd be smugly telling you by now how difficult I found it to complete the game. But then it's rumoured that Paul solves an Infocom Adventure before breakfast each morning!

MOSAIC'S DIARY

Watch out in a few months' time for Mosaic Publishing's release of the next most famous diary in the world after that of Samuel Pepys. *The Diary of Adrian Mole (aged 13.5 years)* will be coming to your computer screens as an Adventure game in the early autumn.

Mosaic have commissioned those purveyors of popular problems — Level 9 — to create the game around the Mole diary.

Around the same time, Mosaic will be bringing you a computer game based on the popular TV series *Yes Minister*.



HELP FOR FROGGERS!

Andy Jennings of Blackburn wins a T-shirt for solving a problem with *Crystal Frog*. "On the strength of Simon Marsh's review, I bought the game and agree with him that it has an excellent atmosphere about it. But there is one slight problem with my Spectrum version — you cannot finish it!"

The difficulty starts on trying to open a door, says Andy — a simple task especially as the program tells you it is locked with a four-digit code which he had already found. Getting suspicious, Andy investigated with the aid of the Quill and here's his diagnosis.

An entry has not been removed from the direction table for Location 49 (Vampire Room) which means certain flags are not cleared by the event table on leaving the room. Thus, there is no way to open the door. To cure the problem, using the Quill, delete the movement table entry for Loc. 49 and amend the last entry as follows:

NEW	OLD
AT 49	AT 49
CLEAR 11	CLEAR 11
CLEAR 5	CLEAR 5
DONE	GOTO 48
	DESC

and all will be OK!

Andy hopes this cure will stop many people staying up till 3 am before finally going out of their minds!

HELP WANTED . . .

How long do you go on playing an Adventure in which you're stuck? Isabel Turner of Ilkeston has got stumped in *Sphinx* and she has been playing it for two years! She can't find the castle or the mouse. I think she deserves a bit of help after all that time — who will gallantly step forward to help a lady in distress?

There are so many mini and mainframe versions of *Colossal Adventure* these days that it is almost impossible to give help in a lot of cases, as each version has its own peculiar variations. Gordon Scammell of Basildon is playing on a Honeywell which he describes as a "rather naff machine to say the least!" *Colossal* is its saving grace, he says, and asks: how do we open the door with the supposed "walk in" safe and what is the use of the vial? Any other players on naff machines able to help?

Goblin Towers has yielded a wand, necklace, emerald, diamond and sapphire to Katweyn Jones of Co. Londonderry. She's killed a goblin and got a key, but still she and her husband cannot find the remaining treasures. "Are there any smart-arses around who have managed to get them all?" she asks.

How do you escape the Sahara Desert in *African Safari*, asks Nicholas Phillips of Merton Park, how can Andrew Bonser pick the jade flower in *Zim Sala Bim*, and how do you get past the statue of the archer, in *Mystery of Munroe Manor*, asks Ian Harrison of Romford?

Help!! Does nobody know how to get beyond the boat in the Commodore *Quest?* That's a plea from pretty nearly everyone who has played the game — including myself!

Brian Shortland has got expensive tastes! He wants to go up in a lift, but the attendant wants five gold coins which Brian doesn't have! Daylight robbery, I call it — Brian calls it *Ring of Power*.

Peter Billington writes from behind the locked gates in a dungeon in *Castle of Terror*. He just went in and the gate slammed behind him! "I can find nothing here to help me," says Peter, "Can you, please?"

AND HELP OFFERED . . .

Don't forget to turn the page upside down if you have a problem and really want a good clue! Your problem might be answered here! Sharing their good fortune and adventuring expertise with you this month are: Michael Spiteri of Victoria, Australia, Steven Dix, T. Smith, Adrian Cox (who wins this month's tipster's T-shirt), Owen Davies of Woking, Psi & Temp, Mark Ryan of Manchester, Frank Fearns of Crawley, and Matthew Fletcher of Gloucester.

SORCEROR OF CLAYMORGUE CASTLE:
It's plain to see what to do — look and kick in all directions!

CASTLE OF TERROR:
To get into the castle, examine things in the mill carefully, particularly the ladder and what you remove from it.

THE COUNT:
Can't find him? By day he sleeps in lock-up box. By night he's prowling like a fox.

HEROES OF KARN:
To get past the serpent, get the songbird into it.

MASK OF THE SUN:
Moving an urn from a left pedestal to the right pedestal is useful.
Ignore the pedlar — his magic cure is a cough medicine!

SPIDERMAN:
Some of the most important acts may not be completely successful, but passable, nonetheless!

RETURN OF THE RING:
The blue pass gets you from one ruined city to another.

CASTLE OF RIDDLES:
The way through the infamous Black Maze is — W, N, S, S, NW, D, NE, W. Pick things up as you go through and at the exit type RAINBOW and go N.

LORDS OF KARMA:
Give the staff to the man in grey robes and use the bomb to destroy the idol. Only use weapons made in Valhalla.

FOREST AT WORLD'S END:
Touch a rock today if the wall is in the way, but you'd better have the sword.

LORDS OF TIME:
The tooth is in the Tiger's mouth, and it is rotten! Perhaps he's not been eating the right food?

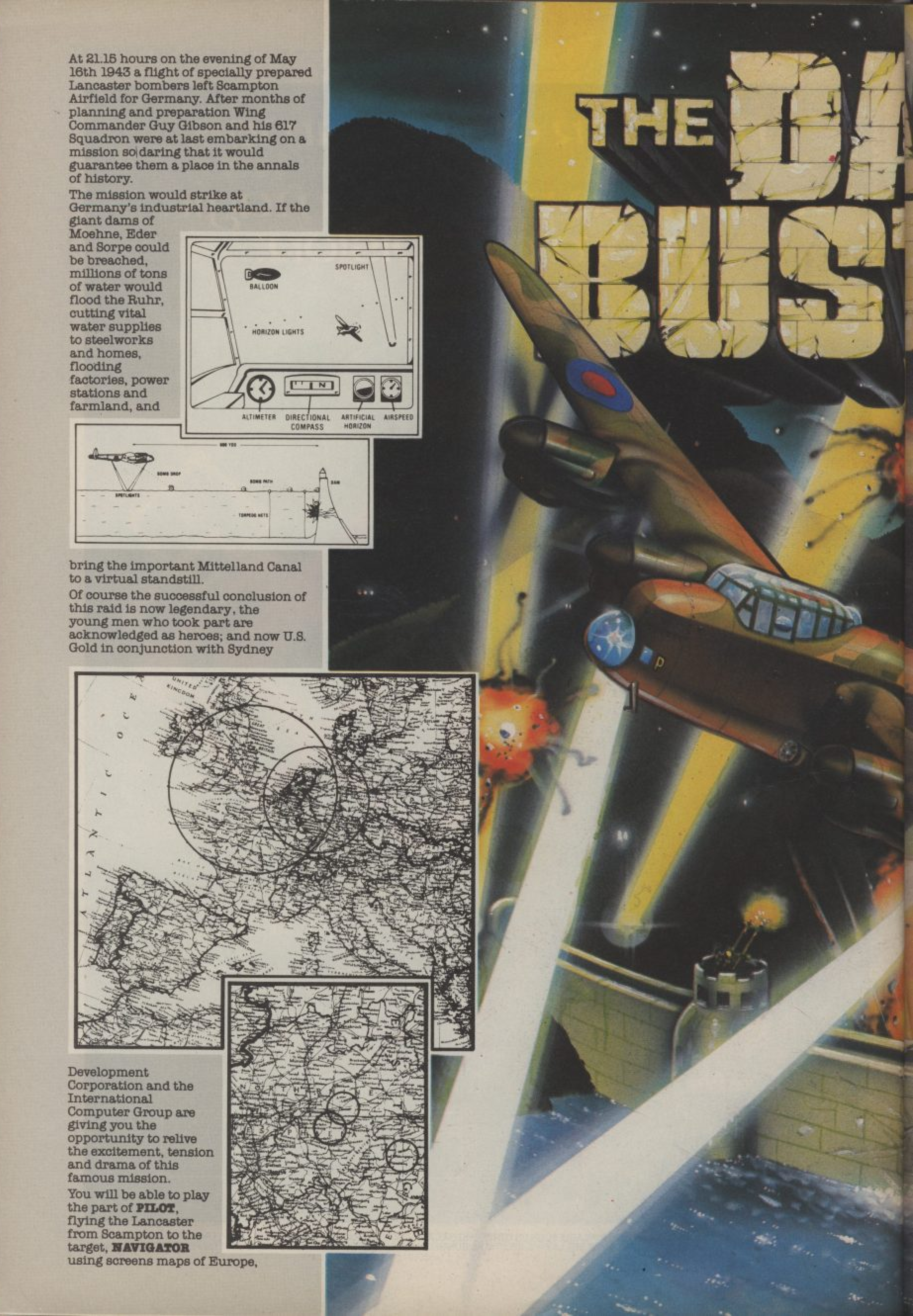
GOLDEN BATON:
Wave the wand to cool things down, and say the magic word.

KINGDOM OF HAMIL:
The Hexapod needs his Mum — he also likes steak.

EUREKA (ROMAN):
The witch would be happier if she felt lucky!

EUREKA (PREHISTORIC):
The dinosaur is do-it-yourself cannon fodder!

AFRICAN SAFARI:
Strike a light — you're a real charmer!



At 21.15 hours on the evening of May 16th 1943 a flight of specially prepared Lancaster bombers left Scampton Airfield for Germany. After months of planning and preparation Wing Commander Guy Gibson and his 617 Squadron were at last embarking on a mission so daring that it would guarantee them a place in the annals of history.

The mission would strike at Germany's industrial heartland. If the giant dams of Moehne, Eder and Sorpe could be breached, millions of tons of water would flood the Ruhr, cutting vital water supplies to steelworks and homes, flooding factories, power stations and farmland, and bring the important Mittelland Canal to a virtual standstill.

Of course the successful conclusion of this raid is now legendary, the young men who took part are acknowledged as heroes; and now U.S. Gold in conjunction with Sydney Development Corporation and the International Computer Group are giving you the opportunity to relive the excitement, tension and drama of this famous mission.

You will be able to play the part of **PILOT**, flying the Lancaster from Scampton to the target, **NAVIGATOR** using screens maps of Europe,


FRONT GUNNER, REAR GUNNER, BOMBARDIER and FLIGHT ENGINEER.
You will have to fly across Europe at low level to avoid radar; lookout for the deadly ME109 night fighters, dodge barrage balloons, spotlights and flak. At the target you will need all your nerve and skill to control the aircraft and release your deadly payload at just the right moment while avoiding enemy attack.
BOOSTER GAUGES
RPM GAUGES
FIRE EXTINGUISHER CONTROL
THROTTLES
BOOSTERS
CONTROL DOT
Game Features: Superb graphics and sound, realistic joystick control, Pilot's screen and indicators, multiple screen navigators maps, front and rear gunners screens, bomb sighting screens, engineer's indicators, and much much more. The package comes complete with comprehensive flight instructions, maps, and confidential documents including authentic material by Barnes Wallace and Wing Commander Guy Gibson.
LANCASTER B. MK I/III (DAM BUSTER)
YZOP
Officially endorsed by 617 Squadron of the R.A.F., Dambusters is available for Atari and Commodore 64 computers with versions for Spectrum, BBC and Amstrad coming soon.
U.S. GOLD
All American Software
U.S. Gold is available from all leading computer stores and selected branches of
BOOTS · W.H. SMITH · JOHN MENZIES · WOOLWORTH · WILDINGS
Dealers! For information on how to become a U.S. Gold stockist contact CentreSoft, Lightning, Microdealer, Tiger and all other leading distributors or write to: U.S. Gold Limted, Unit 10, The Parkway Industrial Centre, Heneage Street, Birmingham B7 4LY. Telephone 021-359 3020. Telex 337268.
WAKELIN

PAUL'S STATEMENT

It is said that in every barrel of apples there is at least one rotten one, and I have just found Infocom's. Although it retains the usual Infocom style of excellent text and full sentence input, the plot of this standard level detective story unfortunately does not.

In places it appears so weak and transparent as to resemble the Invisible Man. To give you some idea how simple it is, I managed, to my surprise and disbelief, to completely solve the mystery in just under two hours.

The setting is Los Angeles on a cold Friday evening in 1938. You have been invited to the home of a Mr Linder, who claims that his life is being threatend by a Mr Ralph Stiles. You are to establish some basic facts behind Linder's claim.

You gather that some time ago Stiles was having an affair with Linder's wife Virginia who, it is claimed, committed suicide when Linder found out. Stiles is holding Linder responsible and is out for vengeance. Whilst you are sitting in Linder's office having this chat, a dark shadow appears at the window and blows Linder away, or so it appears.

So far the plot seems good, but it's when you actually start investigating the case that things just don't quite come together. The characters in the story number only four, not counting yourself and your sidekick, Sergeant Duffy. This means, of course, that it's not going to take an awful lot of effort to work out who is the guilty party.

The DUFFY HELP command causes Duffy to come straight out and tell you where the next clue is to be found, instead of giving a gentle hint. In my opinion this spoils the whole point of the game which surely must be to solve the mystery yourself.

What is the point of shelling out good money for a puzzling game, if you are given the answer to almost every puzzle by typing just two words?

Personal Rating: 2

Paul Coppins

STEVE'S STATEMENT

It had been a normal day in the office until I received a telegram from some crazy Joe who called himself Linder. He was a hot shot in the business world, plenty of cash and no worries, or so it seemed. But here in my hand was a message sayin' his life was being threatened by a guy called Stiles.

I remembered a newspaper article I had read recently. Yeah! Mrs Linder had committed suicide and she'd been foolin' around with this Stiles guy because her husband had little



What does our "Personal Rating" factor mean? We use it as a measure of the enjoyment an individual reviewer derives from a game. Because Adventures, like fiction, are so diverse, a reviewer's option is often very much a matter of personal taste, providing that the game is competently presented. As we have a regular team of reviewers, by naming the author of each review, it is hoped that the reader will be able to judge whether a particular game is his or her type. Of course, any particularly good or bad features will be mentioned in the review, in any case.

An illustration of how this works is well demonstrated by two reviews of *The Witness*, a detective Adventure from Infocom. PAUL COPPINS and STEVE DONOGHUE, both well known to regular *C&VG* readers, have very different views on the game...

time to give her any attention. I picked up my coat and headed off to Linder's house. I had this gut feelin' it was gonna be a long night.

When I arrived at Linder's house, it was the Chinese butler, Phong, who answered the door. I aimed a few sharp questions and was eventually ushered into Linder's office.

Linder sat in a well worn leather chair and beckoned me to take a seat. There was a large window to the rear of the office and a back-door exit. In one corner stood a beautiful grandfather clock. A cat was lyin' asleep on the floor.

Linder handed me a note: "Read this, it's clearly a death threat by that man Stiles." Sounded ominous — I checked it over for dabs, but no dice. Just then Linder's daughter Monica looked in to say somethin' about going to the movies with her boy-friend. Good lookin' broad, smart with it, as well.

Just as a screech of tyres told me Monica had left, there's this almighty bang and the window explodes, shards of glass flyin' everywhere. When the dust settles, Linder is lyin' dead on the floor.

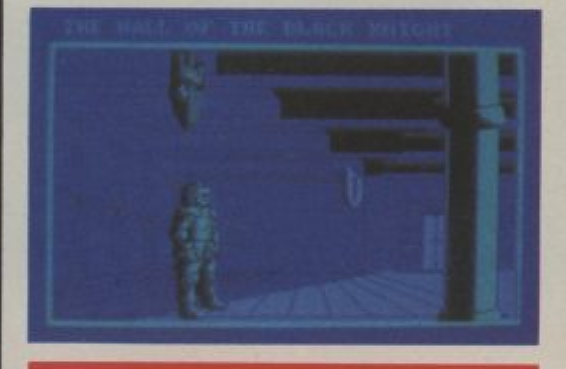
While I was searching the house, in came Sergeant Duffy, my trusty aide, with a man in tow. "I caught this guy in the woods outside, calls himself Stiles. Says Mr Linder asked him to come over tonight." Duffy hand-cuffed Stiles to the sofa while I questioned him. This was going to be a piece of cake, I thought.

It wasn't — nothing seemed to fit. As my searching and questioning continued, it became clear that every member of the household had a motive to commit the murder. Somethin' told me that Stiles had been set up. My mind was reeling, the mystery was getting deeper.

But what do you do when the only person to see the crime committed is yourself and you have only 12 hours to find the killer? You see folks, I am *The Witness*.

Personal Rating: 10

Steve Donoghue



EMPIRE OF KARN

The sequel to *Heroes of Karn* is a much snappier game than its fore-runner. Starting off at your place, the *Hall of Callastheon*, accompanied by Darin, thirty-seventh direct descendent of our old friend Beren, you set off to stop your empire from falling. Zheff, the corrupt king of Vorzdeshaa, is plotting your downfall.

Your arrival at Vorzdeshaa enables you to start the main part of your quest and, after trekking across the desert, you come to the capital city, Ivshem.

The text responses are instant, albeit a trifle dense in the presence of such words as EXAMINE and GET. The only response to an unknown word is "Sorry, I don't understand" which gives little help to the player.

On the other hand, I did not find I was groping around for words for too long, so the vocab must be adequate for the plot.

The fact that you can't examine anything, I always think, spoils a game somewhat. On the other hand, there are some multi-word commands which allow you to put things in and speak to the characters you come across on your journey.

The graphics are above average in detail and realism, but just a little slower than some to draw and fill. They are worth watching and they don't become a bore, as they display only on the first visit to a location.

All in all, I found *Empire* very pleasant to play and its music had my foot a-tappin' non-stop!

Empire of Karn is from Interceptor Software for the CBM 64 and Amstrad.

Personal Rating: 9

Keith Campbell

HITCH HIKER'S GUIDE

Before you are put off buying a copy of the game of the book of the TV series by Douglas Adams, let me correct one small point. It does not cost the £5,780,000,004.95 (incl. p&p) quoted, but a mere £34.50 (Atari version). And it does have an advantage over any other form of this great work. You actually get to play the part of the greatest hitch hiker of all time — Arthur Dent.

If you think things are going to be easy because you've read the book, seen it on TV, and heard it on radio, forget it! Douglas Adams, the mind behind the original guide, has joined forces with Infocom's Steve Meretzky, the intellect behind *Sorceror* and *Planetfall*, to create a totally new game scenario that will delight even the most jaded adventurer. In fact, to be successful in *Hitch Hiker* you must forget all that has been written before and approch this extraordinary Adventure with a clear and uncluttered mind.

The game introduces new concepts into Adventuring which I found to be absorbing, pleasantly amusing and, in one instance, humiliating! I refer to a certain door that defied all the laws of common logic and just refused to open. On consulting the Master for suggestions, Keith only laughed, gloating over the fact that for once I was stuck.

As you play *Hitch Hiker*, you will come across most of the characters to be found in the book. There is Ford Prefect with a satchel full of hitch hiking goodies. Trillian, still as captivating as ever. Zaphod Beeblebrox, as always, in two minds about everything. And, even more self-righteous than in the book, Marvin the Paranoid Android.

There is also a whole host of Syrius Cybernetics Corporation creations, all with Genuine People Personalities. These include the over-protective shipboard computer, a Nutri-matic drinks machine and some very self-centred doors.

The latter, I discovered to my frustration, won't let you pass through unless you can prove without a shadow of a doubt that you can reconcile totally contradictory situations without going completely bonkers. However, once you have mastered the science of Improbability Physics, you will get the opportunity to play the part of anything from a sperm whale to the president of the galaxy.



There is another unusual feature in this game which really adds to the humour. Let's face it, it's not every day one comes across an Adventure that will lie and argue with you, just for the sheer hell of it!

The guide itself is rather like a database from which you can glean information at any time simply by asking. It even contains footnotes that make good reading in themselves. Mind you, they do seem to have held some rather wild parties in the guide's technical department, the outcome of which was that some entries have been deleted. As a result, no-one can remember where the back-up tapes are kept, nor indeed, if there ever were any!

As with all Infocom Adventures, the packaging contains lots of little extras that add to the fun. With *Hitch Hiker* comes two sets of demolition orders, one on your beloved dwelling, the other, written in Vogon text, orders the total destruction of a little planet somewhere in the uncharted backwaters of the unfashionable end of the western spiral arm of the galaxy.

You also get a Don't Panic button badge, peril sensitive sunglasses (which are impossible to see through!) a microscopic space fleet for attacking microscopic civilizations, and that all-important, go-anywhere pocket fluff.

The puzzles to be found in the Adventure are somewhat like its humour, that is, as rich and nutty as my mother's fruit cake — and that's great! To solve them you must throw feasible logic out of the window and start thinking in terms of the unthinkable, the seemingly impossible. In a galaxy of improbability drive ships and whacky robots, anything can happen, and usually does!

One final thought. Whoever it was at Infocom that called this a standard level Adventure, should, as the guide itself has declared, ". . . be the first against the wall when the revolution comes".

Personal Rating: 12,877,431.

Paul Coppins

TRIAL OF ARNOLD BLACKWOOD

Another game for Adventure-starved Dragon owners this month and this time it's from a small company called Nemesis. The game revolves around Arnold Blackwood, a private eye who has been hired by Lord Erebus, but the problem is that he has lost his memory and cannot remember what he was hired for! It is your task to help him regain his memory.

From waking up dazed on the Erebus Estate, you progress round and round and round, and not very easily forward! This game is very difficult to get into, even with a hint sheet! After a few hours hard slog, I managed to amass a fine collection of objects, ranging from a blowlamp to a half-eaten kipper.

On my journeys I met up with a rampaging Triffid, who was no blow over, and the cat Bonzo, who was also a pain. Regular readers will know that The Pink Fairy laughs out loud at such things and sure as taxes I ended up finishing the game with a score of 48%.

It is not necessary to score 100% to complete the Adventure, but if you do you will have had a very hard game. You will have had many more tasks to perform than just the main one which is to return the Gold Amulet to Lord Erebus.

The Dragon has been used to almost its full capabilities, with the character set having been redefined and sound used extensively. If you get to the piano, play it and listen to what makes the Dragon's sound functions so good — it's enough to turn Spectrum owners green with envy!

The Trial of Arnold Blackwood is for Dragon and Amstrad computers, price £4.50 inc p&p, from Nemesis, 10 Carlow Road, Ringstead, Kettering, Northants. I look forward to more Dragon releases from Nemesis!

Personal Rating: 7.5

Simon Marsh

ADVENTURE PLANNER

For a long time now arcade freaks have had joysticks, and hackers have had modems, but there have been no real accessories for the cream of the micro-users, that A-team of the keyboard — the Adventurers!

Print and Plotter, the company that became famous for its graphics planners for the ZX81 and Spectrum, have changed all this with the introduction of the Adventure Planner. This is a tool that no serious would-be hero should be without. It can help you obtain treasure just as easily as it can help to free a beautiful princess.

In the good old days before *Manic Miner* got to Surbiton, the only planner available was a scrap of paper on which to draw a map. In our rush to progress with the Adventure in hand, the map inevitably becomes covered in a criss-cross collection of lines that would need a road planner to unravel.

The Adventure Planner is a large (11 inches by 16 inches) pad of 50 pages, each one of which has over 150 squares, so that your Adventure can be mapped or planned with ease. With the pad comes some useful hints on how to plan and construct maps. It costs £4.50.

Personal Rating: Can I have another one?

Simon Marsh

EMERALD ISLE

Before offering the third part of the *Snowball* trilogy to the world, Level 9 have taken time out to squeeze in a "quickie". Described by Pete Austin as a slightly easier Adventure than their usual style, *Emerald Isle* is £3 cheaper than the rest of the Level 9 range.

The action takes place in and around tree-top cities of wooden buildings, where a contest for the heir to the throne is about to take place. Presumably it is your object to win and take over from the existing king! How you set about this task is a problem in itself, since the rules and conditions don't seem to be around.

But first you must escape the parachute from which you are dangling at tree-top level, for you have bailed out of your plane somewhere over the Bermuda triangle. Once down, you find yourself confronted by a maze of branches, through which you must fight your way to enter the city.

The usual style of Level 9 text is accompanied by what is becoming the familiar look of Level 9 graphics. These are fast to draw and quite pleasant to look at without being exceptional.

There are two commands, WORDS and PICTURES, which toggle the graphics on and off. I found I needed to use these in a number of locations where the text description was longer than the space below the graphics window. Unfortunately, the words don't stop scrolling when the new message reaches the top line of the text window, so one either has to read very quickly, or type WORDS to be able to follow the descriptions.

I think Pete Austin was being modest when he described this game as easier than usual, judging by the size of the map and number of objects I had amassed compared with my score out of 1,000. All in all, another offering from Level 9 of the high standard we've come to expect.

Emerald Isle is available for BBC, CBM 64, Spectrum, Amstrad, Atari, Memotech and MSX at £6.95 on cassette and for BBC and CBM 64 at £8.95 on disc.

Personal Rating: 8

Keith Campbell

THE PRISONER

Many of the smaller software companies cannot afford large advertisements and tend to go relatively unnoticed. That doesn't mean that their Adventure games are necessarily inferior, as I discovered when I played *The Prisoner*, from Spoof Software.

The Prisoner is based on the television series of the same name and many of the locations in it will be instantly recognisable to followers of the programmes.

The character you assume is No. 6, surely the most famous number ever! You wake up in a village — really a high security prison for ex-secret-service personnel, to ensure they don't spill the beans! From your room, you progress outside where you see many weird things — a statue, a rock boat and a taxi to nowhere!

The first real problem is to overcome your hunger which develops to fatality after 30 moves. Not a brilliantly original trap, but its saving grace is a nearby restaurant where, during the course of a meal, you may come across the Book of the Village. Reading this transports you to some very original problems based on various episodes in the series. On the way to your goal, you are confronted with such things as exploding cricket balls and poisoned ale.

The Prisoner has been written using the Quill plus the new Illustrator. The graphics produced with the Illustrator are just simple line drawings which do not add to the game and, like most Adventures with graphics, a larger vocabulary would have been preferable! On the other hand, good use is made of colour and sound and a new character set has been created.

I can recommend this as a well thought out and well written game. I hope to see more from Spoof soon!

The Prisoner is for the 48K Spectrum priced £5.50, including postage and packing, and in case you have difficulty in locating Spoof they are at 58 Railway Road, Urmston, Manchester M31 1XT.

Personal Rating: 7

Simon Marsh

NUCLEAR WAR GAMES

Severn Software are well known for their *Mystery of Munroe Manor* and *King Solomon's Mines*. There is something peculiarly frustrating about Severn's games and, in playing *Nuclear War Games*, I think I have got to the bottom of it.

Here, as in the other games, the graphics are very effective and extremely speedy. Sound, too, is used effectively. The problem is the problems!

By that, I mean the player is given no leads, for instance which words are not recognised, nor allowed to carry out actions which would seem logical unless they are part of the one true route to success. Couple with this a slightly "off-track" logic and one soon gives up.

This is a pity, for I think *Nuclear War Games* has some very good points. The presentation I have already mentioned. The plot, too, is interesting. You have to stop a Norad computer from initiating a nuclear war — and it has already taken over control and started the countdown!

Let me give an example of the difficulties I encountered. On a highway running north/south, I am blocked at one end since that leads to Munroe Manor (a nice touch to explain an invalid exit on an open highway!) and, after a few moves south, I am blocked by security gates at Norad. There is a garage en-route which yields various tools and an unmanned army truck further up the road.

After deciding, possibly mistakenly, that I couldn't get through or over the security gate and fence, my own logic suggested that if I drove the truck, the gate might be opened to let me through with no more than a cursory check. In any event, the truck was there for some purpose, so I investigated.

Despite LOOK TRUCK saying YOU CAN'T SEE A DRIVER, I could not ENTER, CLIMB, GO TRUCK or CAB, nor could I DRIVE, START, MEND, REPAIR . . . you name it!

Nuclear War Games is for the Commodore 64 from Severn Software.

Personal Rating: 3 (but could improve with time)

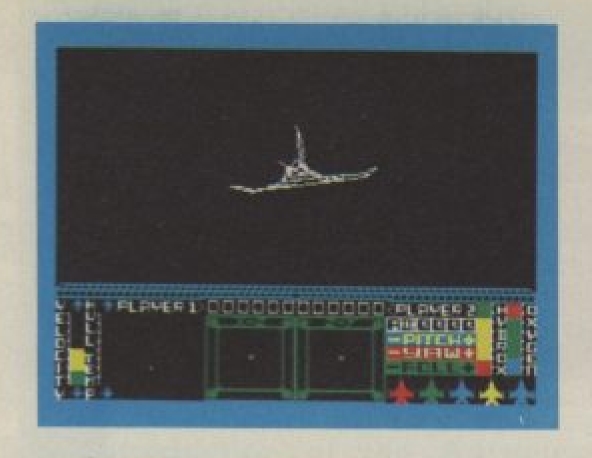
Keith Campbell

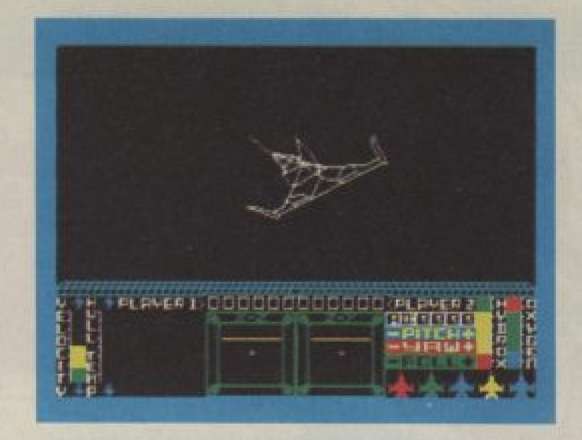


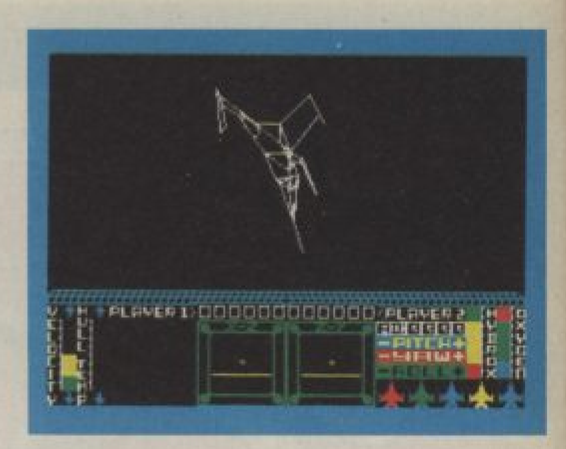
This great new game is based on the Tyne Tees series Super Gran and produced in association with Tyne Tees Television. Super Gran will be available for the CBM 64, Spectrum 48K, C16 and Amstrad on April 2nd with versions for the BBC/B Electron, MSX, Atari and Einstein to follow.

TYNESOFT
COMPUTER SOFTWARE

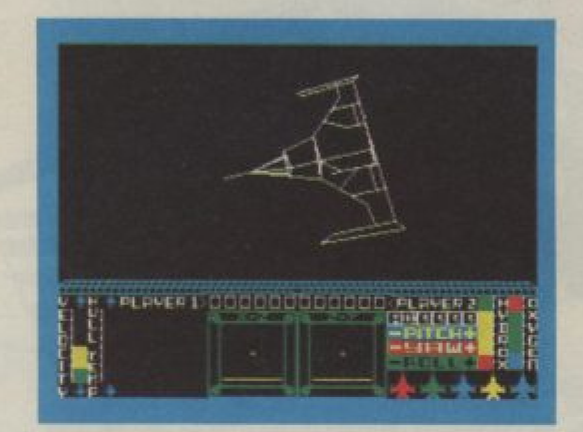
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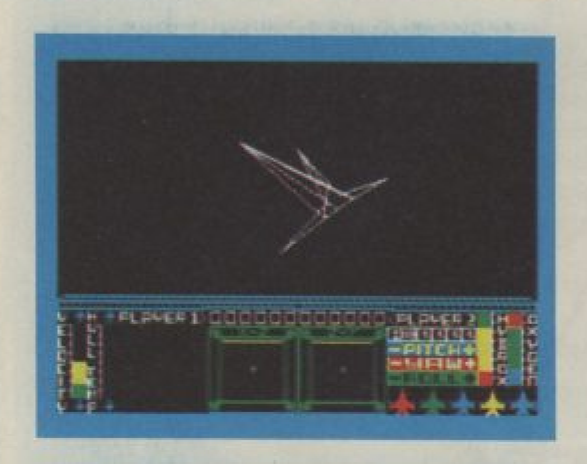


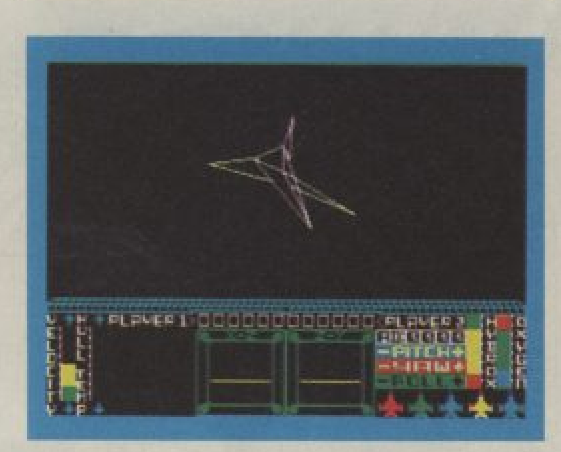


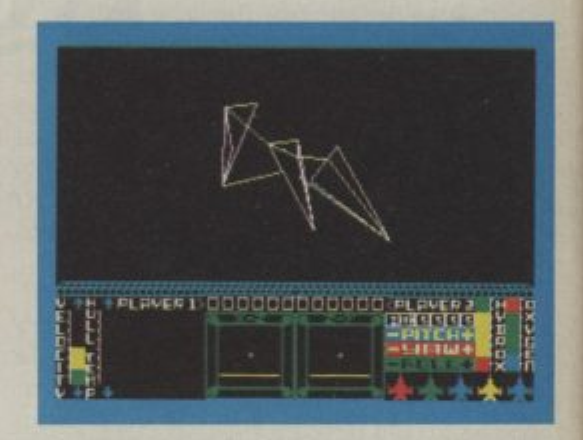


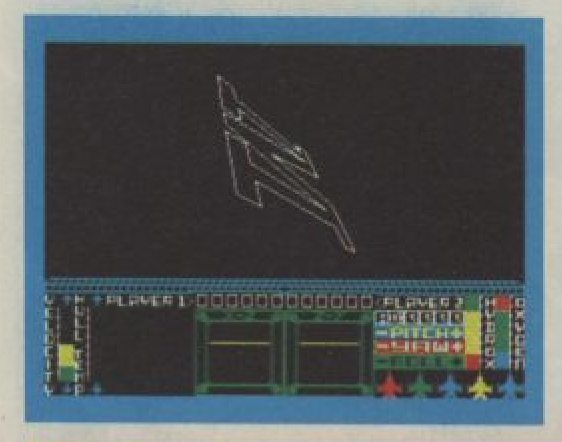




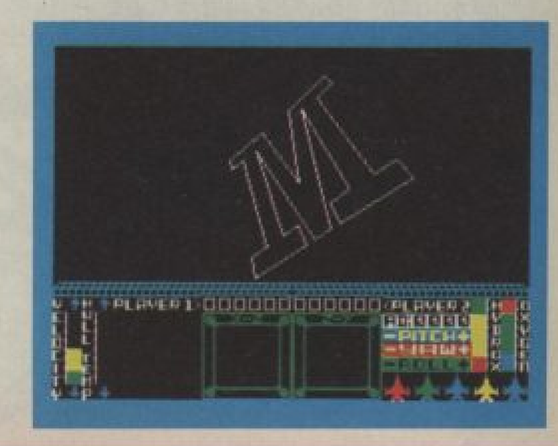












For the 48K SPECTRUM

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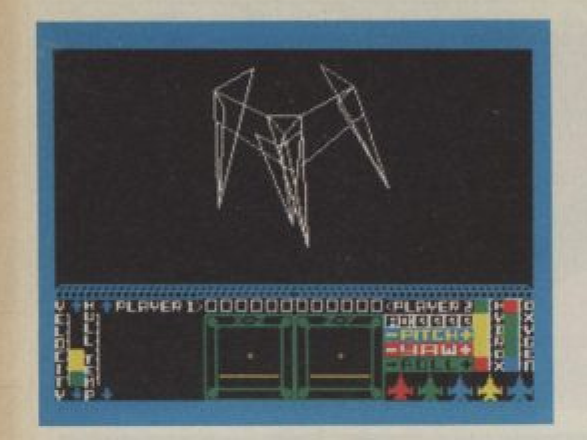
But be warned! Your dexterity, cunning and combative skills will be tested to the full when battling against the enemy fleets and other hazards you will encounter.

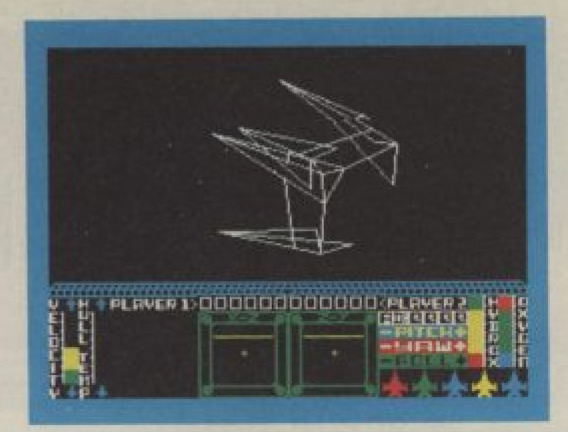
STARION has it all – amazing 3D space action, stunning graphics and high resolution colour. A game of almost unbelievable complexity, designed to stretch your Spectrum beyond its limits to undreamt of capabilities.

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STARION is available for your 48K Spectrum and Spectrum+ at £7.95.

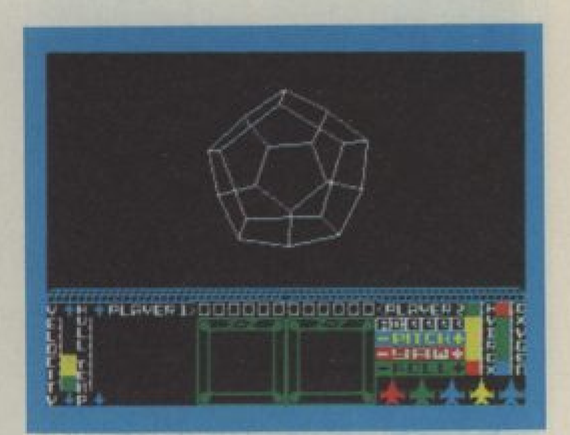
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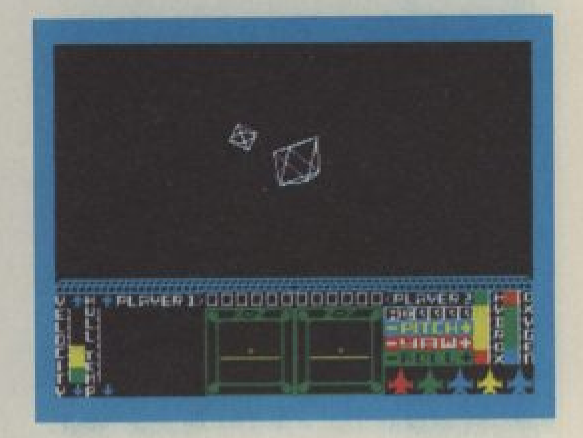




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NEXT MONTH

Get ready to change up to top gear for next issue's very special *Pitstop II* competition. You could be at one of this season's Grand Prix races thanks to CBS and *C&VG!* So grab your skid-lid and prepare to qualify for the June issue of *Computer & Video Games.* You'll need to be quick to catch a copy . . .

* * *

Hello John, got a new game? Find out about how Mr Daley and our Tel got tangled up in the software business in your favourite computer magazine. 'Er indoors won't like it at all!

* * *

Find out all about the people who put the word special into special effects in blockbuster movies like *Tron* and *The Last Starfighter.* And it's definitely not all done with mirrors . . .

* * *

C&VG's special agent has been going undercover to bring you the inside story on the new James Bond game *A View to a Kill* — with some EXCLUSIVE pictures of the game. Discover some secrets next issue.

* * *

Solve the mystery of Electric Software's *The Wreck* and win yourself an MSX computer. Worth getting your feet wet for!

COMPETITION RESULTS

Did Morkin destroy the evil Shareth with the Ice Shards in your version of Doomdark's Revenge?

If you successfully completed the three "Fighting Fantasy" episodes based around Beyond's best-selling game *Doomdark's Revenge* in the December, January and February issues of *Computer & Video Games*, the three questions should have caused no problems.

In part one, we asked which treasure of Luxor's was the most valuable. The answer was The Crystal Ball which allowed Luxor his first glimpse of his adversary.

Part two asked which of Tarithel the Dreamer's three Fey runes was the most useful in her quest to find Morkin. The answer was the rune of the Sun — it is the only spell which would defeat Shareth the Heart-stealer in her guise as a wolf.

Part three requested that you find the most useful of Morkin's three magical possessions. The Cup of Dreams was the best as it allowed Morkin to revive the all-important Dragon.

There are 20 copies of Beyond's *Lords of Midnight* awaiting the winners. This first of the Midnight trilogy, by *C&VG* columnist Mike Singleton, featuring 32,000 screens of action, independently moving enemies, treasures, traps, dark lords and wizards has just been converted to the Commodore 64.

For Spectrum owners who already have Midnight, we can offer *Doomdark's Revenge* for the winners.

Ian Drury, Ashford; **Colin Roger**, Aberdeen; **M Eaden**, Sheffield; **M Bagshaw**, Staffs; **Ian Greener**, Hereford; **W M Chua**, London; **David Naylor**, Leeds; **Geoffrey Herhert**, Worcestershire; **Clay Willing**, Aylesbury; **A Wales**, Northwich; **M Bergh**, Enfield; **Tony Jeffries**, Kent; **Richard Johnston**, Banffshire; **I Murphy**, Liverpool; **Andrew Paynter**, Wrexham; **Vincent de Sanctis**, Luxembourg; **M J Davies**, Dyfed; **Stephen Jones**, Chester; **R Price**, Cornwall; **Paul Goodman**, London.

---

20 people are going to help Alex Rogan — The Last Starfighter — save the universe and their Survival Kits will be winging towards them very shortly.

In the meantime here are the names of the winners: **Shaun Wong**, N Humberside; **Neal Addison** Leeds; **Adam Parry,** Stevenage; **Karen Saxton,** N Yorkshire; **Stuart Douglas,** Hull; **Martin Knespel,** Vienna; **Andrew Davies,** Clwyd; **Hans Lauring,** Denmark, **Darren Rutherford,** Co Durham; **Christopher Carr,** Preston; **David Collins,** Bournemouth; **Jason Stevens,** Broxtowe; **John Palmer,** Louth, **Barry Pope,** Cheshire; **Conrad Lucas,** S Wales; **Robert Crowther,** Leeds; **Neil Punton,** Fife; **John Adams Powell,** London; **Richard Wilkinson,** Epsom; **Justin O'Brien,** Eastbourne.

The three winners of our February crossword are: **Miles Chidlow,** Gwent; **David Alan Biggs,** Co Durham; **Andrew Hulcoop,** Cornwall.

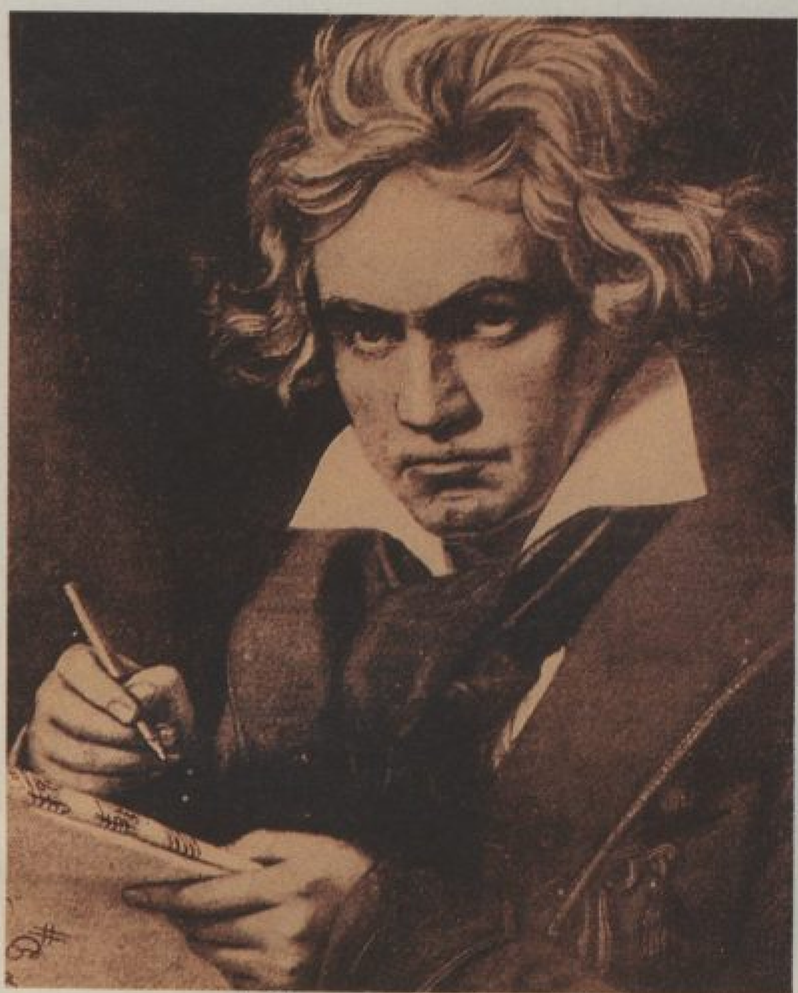
There will be a slight delay in the arrivals of the T-shirts as we are awaiting a new batch in the office but, don't despair lads, they will arrive.

A couple of months ago we asked you to send in your ghost stories, and 50 winners would win a copy fo the *Ghostbusters* game by Activision. Next month we'll be printing a couple of the best. So watch this space! PS. Could Darren Broughton, one of the winners, please send us his full address?

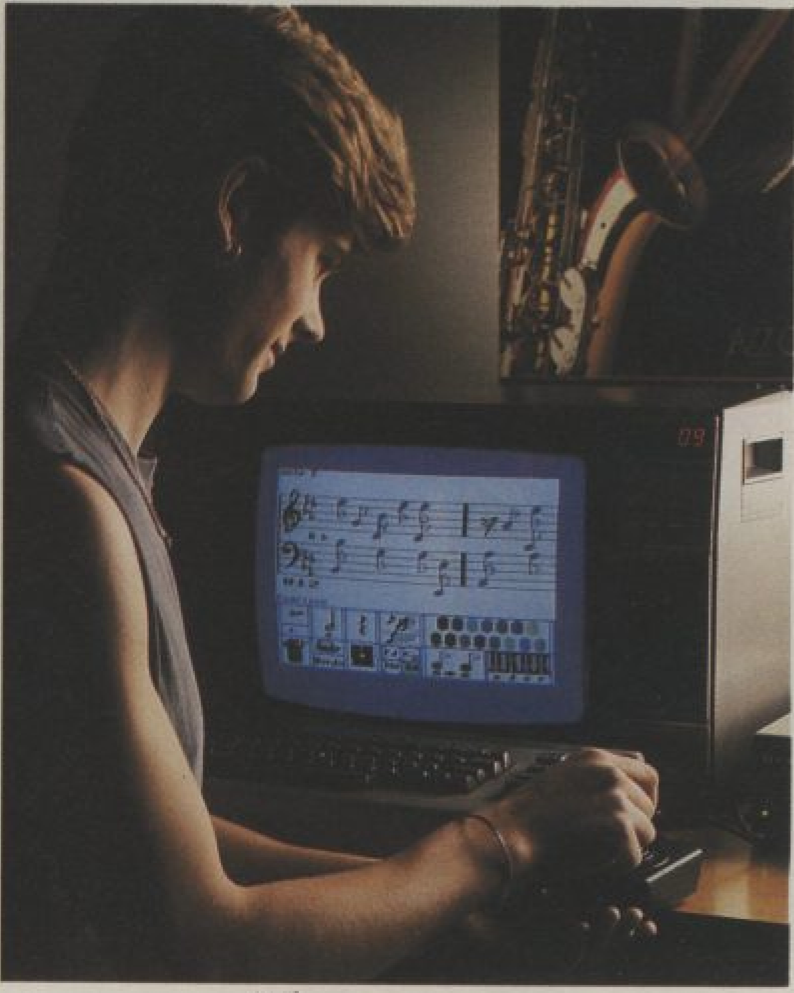
RAPID ROUND-UP OF NEW RELEASES

AMSTRAD	
Amsoft	Centrecourt
	Detective
Anirog	Survivor
Solid Software	The House of Horrors
Amsoft	Splat
	Blagger
	Pyjamarama
	Classic Racing
	Dragon's Gold
Addictive	Software Star
ATARI	
English Software	Atari Smash Hits 1, 2 & 3
	Colossus Chess 3.0
BBC	
Visions	Apple Pie
	Hubert
BBC & ELECTRON	
Kosmos	Identity Europe
C16	
Melbourne House	Games Pack I
	Games Pack II
	Roller Kong
Anirog	Flight Path 737
DRAGON	
Design Design	Rommel's Revenge
MSX	
Activision	River Raid
	Pitfall II
	Hero
	Beamrider
Artic	Mr Wong's Loopy Laundry
ORIC/ATMOS	
Severn Software	Chopper
VIC 20	
Interceptor	Villain

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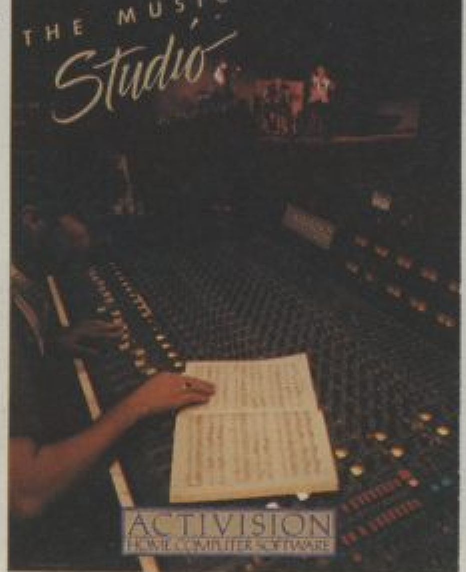
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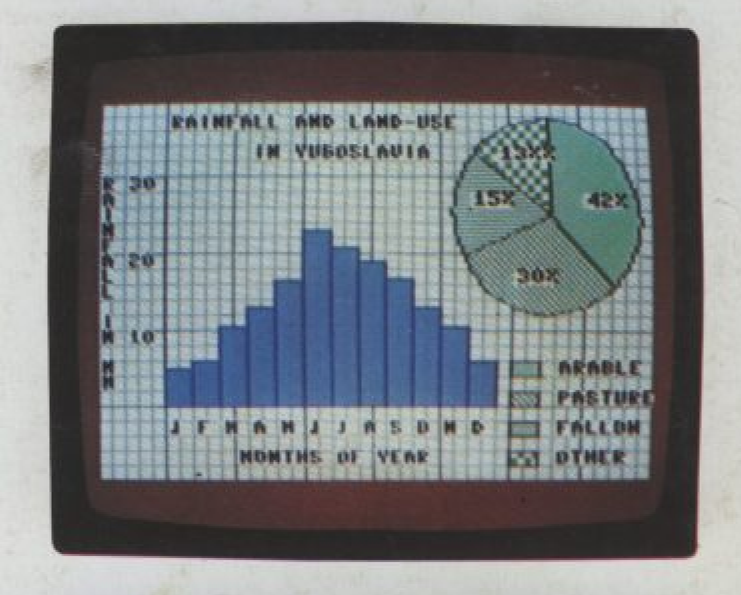
A Remarkable Innovation in Video Graphics

Until now, creating computer graphics in colour has been both a demanding and expensive endeavor. The Super Sketch Graphics Tablet provides a totally unique and simple medium for creating video graphics at a surprisingly low cost.

By simply moving the stylus control arm, as you would a pencil, Super Sketch reproduces the movement on the video screen. Four control buttons at the top of the tablet assist in operating the graphic functions of the software. Graphics may be created by "free hand" or by "tracing" from drawings clipped to the pad.

Compared with other computer graphic products, it is much easier to use than keyboard controls, does more than joysticks, paddle controllers and mouse controllers, and is less expensive than touch pad products.

A brief demonstration instantly proves the remarkable features of Super Sketch. This product makes an excellent "Demo Display" in retail stores because anyone can immediately produce graphics with little or no instructions.







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Compatibility	Screen Resolution	Color Selection	Unit Dimensions (In Gift Box)
Commodore 64	160 x 200	16	16½"x12¼"x2½"



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